CELEBRATING **30** YEARS OF **DUNGEONS & DRAGONS**

OFFICIAL DUNGEONS & DRAGONS ADVENTURES

Dungeon®

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MAURE CASTLE

GIANT-SIZED
SUPER ADVENTURE
BY ROBERT J. KUNTZ
AND GARY GYGAX

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In This Issue

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Dungeon

"You say that this city—City of the Gods—is beyond Blackmoor, then?" Robilar had directed his question to a tired Mordenkainen, who lay curled up by their campfire. The evening air was brisk, as was the fighter in his questioning. Mordenkainen sat up and looked at him.

"Dear Robilar. Friend. You will not unravel anymore about what I've told you tonight. It's been a long journey so far. There are many leagues before us 'til we see that fabled city. Rest!"

—"Journey to the City of the Gods," Robert J. Kuntz

Editorial 5

Swords & Sorcery 6
Journey back to 1974 to learn about D&D from the pen of its co-creator.

The Adventure Begins 12
Prepare your most powerful spells and don your hardiest armor. Maure Castle awaits!

Maure Castle Level One 18
The Great Hall

Maure Castle Level Two 32
Tomorast's Hold

Maure Castle Level Three 52
Kerzit's Fane

Maure Castle Level Four 70
The Statuary

Appendix 1: Magic 91

Appendix 2: Monsters 96

Downer 94

On the Cover: *Wayne Reynolds revisits the cover of "Mordenkainen's Fantastic Adventure," the 1st edition AD&D adventure in which Maure Castle first met the world outside Gygax's personal campaign.*

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Maure Castle Redux

ILLUSTRATION BY JAMES RYMAN

Twenty years ago, I was a third-grader at Countryside Elementary school in Edina, Minnesota. I liked Star Wars, GI Joe, and my ColecoVision in about that order. But I cherished my DUNGEONS & DRAGONS books above nearly everything else. "You can snap the head off my Boba Fett," I might have said, "but don't you dare crack the binding of my *Monster Manual*!"

It's difficult to describe the cultural impact of the DUNGEONS & DRAGONS game to those who weren't involved in the 1980s. Today's would-be gamer finds D&D an entrenched cultural phenomenon, with whole sections of major bookstore chains dedicated to its products. But it was not always so. While adult enthusiasts tinkered with the early game's rules in colleges and basements across the country, kids like me swapped stories of our heroes' exploits on playgrounds and at sleepovers.

Back in the game's first era, adventures were the most important element, the experience shared by all players. My friends and I explored the "Oasis of the White Palm" on the bus, delved the "Palace of the Silver Princess" in after-school D&D class, and designed our own adventures with pencils and graph paper, hoping to match the standards set by the game's creators.

Thirty years after the birth of D&D, my personal goal remains the same.

This special issue of *DUNGEON* commemorates the creation of D&D by updating a classic 1st edition adventure to the latest rules. We'll be back to the normal format next month, but for now, it's time to take a journey to the creative roots of D&D.

Don't forget your 10-foot pole.

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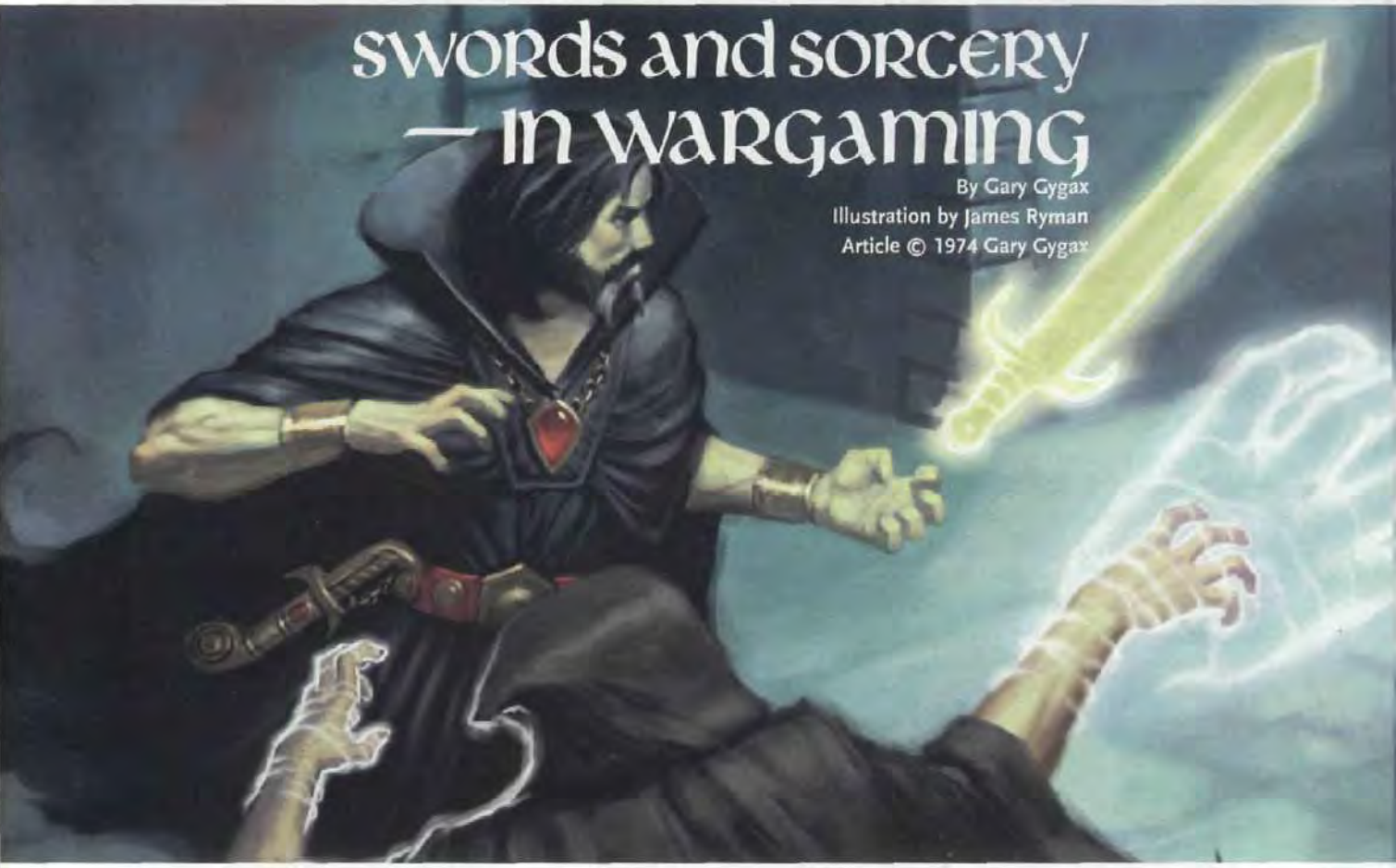
Swords and Sorcery — in Wargaming

By Gary Gygax

Illustration by James Ryman

Article © 1974 Gary Gygax



Thirty years ago, in 1974, a humble magazine called Wargames Digest *was the titan of game-related media. It contained strategy tips and scenarios for historical miniatures wargaming, then the foundation of what would eventually become the "lifestyle gaming" hobby. In* Wargames Digest's *May issue of that year, a Midwestern miniatures game designer named Gary Gygax penned a brief article to explain a new game published by his company—a game that would, over the next three decades, turn the gaming hobby on its ear, create a massive 1980s fad, and redefine fantasy for millions of gamers and readers. With Gary's permission, we've reprinted that article in full to reveal a time in which no one had ever heard of roleplaying games, and the foundations of our favorite hobby had only recently come into being. 2004 is the 30th Anniversary of the* Dungeons & Dragons *game, and we present this special issue to commemorate Gary Gygax and Dave Arneson's fantastic invention, and to thank them for creating something that means so much to so many of us.*

Ever since Tolkien's fantasy books attained popularity, there has been a continuing growth of interest in the subject of Swords & Sorcery games. Of course, we are all exposed to fantasy as children through the medium of fairy tales, and now as adults we are treated to many of the more mature stories of the genre, such as those being presented by Ballantine Books in their "Adult Fantasy" series edited by Lin Carter. Somewhere in between the children's works and the (often dry and slow) so-called adult works there lies the world of "Swords & Sorcery" — fast-paced, heroic yarns which are filled with brawny swordsmen, magic swords, wicked magicians, monstrous beasts, and beautiful women who must be rescued from them (pick any of the above for "them"). The champions of Swords & Sorcery are Robert E. Howard, Fritz Leiber, L. Sprague de Camp, Fletcher Pratt, and Poul Anderson to name but a few. All of the activity in the field of fantastic fiction has stimulated considerable interest in fantasy wargaming. For example, consider Chainmail.

Early in 1969 the evolution of a set of Medieval rules began, and when they were published in 1971 a fantasy supplement was included. Despite the fact that the Medieval is a reasonably popular period, and the rules contained in Chainmail are both playable and realistic, about nine out of

ten purchasers were attracted by the fantasy element. During three successive wargaming conventions there was a great demand for fantastic games—about equal to that for World War II or Napoleonics—while the Medieval was generally ignored. Now the most popular periods for miniatures are, in descending order of popularity, WWII armor, Napoleonics, American Civil War, and Ancients, with the Medieval following about fifth or sixth. While there is no absolute confirmation at this time, it appears that fantasy wargaming might move into a high place in the popularity ratings. This is indicated by something more than the evidence stated above.

being marketed by Tactical Studies Rules. The most noteworthy thing, however, is the attraction evidenced by the fantasy campaign thus generated. The Twin Cities affair has been running continuously for three years, while the game handled by this writer (with Rob Kuntz as co-referee) is entering its second year. Longevity indeed for wargame campaigns! Equally as important, the number of participants has steadily grown. The semi-weekly meetings for the campaign in Lake Geneva have seen an increase from an original half-dozen to as many as 16 eager players, crowded close to hear the moderation by the referees, and loving (almost) every second of it! Those who can be only occasional visitors have all expressed a desire to begin

There are several large and active groups of wargame enthusiasts in the Twin Cities area. Dave Arneson, a true fantasy buff, worked up a campaign from the CHAINMAIL fantasy rules, with considerable expansions in many areas. The battle reports were so interesting and humorous that there was no stopping a handful of Lake Geneva players from horning into things. In a few weeks the rules Dave had done were subjected to even more expansion and change. The result was an entirely new body of rules, now entitled DUNGEONS & DRAGONS and their own local campaigns. What makes Swords & Sorcery wargame campaigns so enthralling? Nothing if you're not of such a bent, but nearly everything if you are at all interested in Swords & Sorcery!

Players select a "character type" to begin the campaign—either a fighter, magic-user, or cleric (whether human, elf, dwarf, or what have you; and naturally, they can also opt to play as monsters instead). Each class has disadvantages to balance its advantages. Thereafter each "adventure" which

Gary Gygax's original article as it appeared in May, 1974.

the player survives adds to his "experience," increasing his abilities proportionately. Adventures are of two kinds: underworld expeditions to the labyrinthine dungeons, or perilous treks in the wilderness. The former kind of game is typically the most varied, for it is played on a series of maze maps designed by the campaign referee, each map representing a successively lower level of passages and rooms deep beneath some weird castle. Fearsome beasts lurk within these dungeons, and the players seek to find them and best them in mortal combat, for most guard some item of treasure or magic. However, the way is strewn with pits, traps, and blind corridors; while secret doors, shifting walls, and other tricks serve to confuse and confound the intrepid explorers. Rather than try to even briefly describe the large numbers of monsters, tricks, and traps used (or even a fair sampling of them), a brief dramatic account of one of the more memorable dungeon expeditions is in order:

The pair of darkly cloaked wizards had already descended to the fourth level of the dungeons. They were Mordenkainen, a 13th-level magic-user, and his one-time apprentice, Bigby, himself now a wizard of the 11th level. Together they made a near undefeatable combination—or so they thought. In an earlier expedition some dozen levels down they had come upon a key and a few lines of verse. Returning to their chambers, the pair had huddled over tomes bound in dragonhide, consulted ancient parchment scrolls and even older clay tablets, and drawn liquors from bubbling alembics in order to complete some arcane divination as to the key's use. Eventually they achieved some degree of success, for they managed to translate the verse and identify the general area in which lay the gate which the key would open.

Proceeding by a twisty route north and east, they now approached a widening of the passage. The crash of massive iron bars behind surprised neither, for this place was familiar territory. Likewise, the sepulchral voice which now spoke was expected: "Choose from the four chests before you!" it commanded. The wizards opened the first coffer, and as its lid was raised a five-headed hydra appeared. But before it could strike one of the pair made a swift pass with his staff, and the creature wavered and became a tiny snail.

Without pause, the other slipped the newly-made slug into his wallet, and the opening of the remaining receptacles continued. Finally the voice which had originally spoken once again sounded, for they had lifted the lid of the charmed case: "You are granted one wish of limited power," intoned the bodyless speaker.

"We wish to find the door which this key will unlock!"

"Pass through the iron portals and go north. You will find beyond the gates of the Great Hall."

The room in which they stood extended far to the east, and both knew that its far boundary was broken by two tall doors of iron. Hurrying thence, they forced open these doors. The way was cunningly barred by numerous hidden entrances and false passages, but perseverance eventually brought them before the huge portals of the Great Hall. Mordenkainen duly inserted the oddly-shaped key, and the gates creaked open. Proceeding yet eastward, the pair soon came to a vast open space, and they knew that the first part of the adventure was over, for they stood on the threshold of the Great Hall.

With cautious steps the wizards paced ahead, hundreds of feet past a splashing fountain of alabaster, until a thick tapestry curtain barred the path. Parting the hanging, Mordenkainen and Bigby peered into yet another cavernous space, with massive pillars of ivory ranked right and left. These wondrous items they examined immediately, and by levitating to the top it was learned that each column was a titanic pedestal, some ten feet in diameter, fifty feet high, and each hewn from a single piece of ivory! Pressing yet further into the hall they encountered a dais, and upon ascending its steps still another marvel greeted them. There, seated upon granite thrones, were three iron statues. Those to either hand appeared to be likenesses of kings, one holding forth a broadsword, while the

other presented a dagger. It was the central figure which was most commanding, however, for it was gigantic.

The features of its face were vaguely human, expressionless, with a gaping circle of a mouth. As the startled wizards watched it stirred to life, arising from its seat with a hollow grinding, and advanced toward them. The pair retired slowly at first, but as the iron golem began to move swiftly toward them, both Mordenkainen and his fellow took to their heels. The metal monster gained, so in desperation they sought refuge atop one of the ivory pillars. The golem hurled its bulk against the base of their retreat and the column shook. Mordenkainen leaned perilously over the edge and began the incantation that would turn the stone beneath the monster's feet into viscid mud—sufficient to entrap, and possibly even to totally destroy, the ghastly thing, he supposed. The incantation reached its climax, and the paves beneath the iron monster's feet shimmered and turned glutenous, but the golem floated above the mud, and in another moment struck the pillar another blow. It cracked. In desperation the wizards brought forth the brass urn which contained an enslaved efreet, commanding it to do battle. When the ebon servant sallied forth, however, the golem belched out a sheet of flame from its maw, and the efreet withered under the blast. There was but one gamble to try.

The two wizards descended to fight the creature themselves. At their approach it hesitated and then shot forth fire once more, but this did but small damage due to their prowess and talismans. While his companion recovered the wounded efreet, Mordenkainen attacked the golem. The blow from his staff seemed to cause the thing no harm, and its return slash with an evilly discolored sword was barely avoided. Several similar exchanges took place; but then, as Bigby completed his task and turned to join the fray, he saw the monster's metal whip lash out and strike Mordenkainen full in the body. Instantly the wizard was turned to stone! There was nothing more to be done now, the astonished magic-user realized instantly, and fled. When sufficient space was gained, for the golem gave up pursuit when the tapestry was passed, Bigby teleported to the stronghold of his associates and related what had happened.

Within a few hours he was back once more before the gates of the Great Hall, and with him were two fighters of exceptional ability, the doughty Lords Yrag and Felnorith, as well as a cleric, the Bishop Raunalf. The party approached the mighty curtain with caution, but when it was parted the scene was quiet, and they continued to advance. Nearby was the calcified Mordenkainen, and all paused while his fellow performed the ritual which would restore his flesh. The spell did its work, but the wizard was far too shaken to be of any help in the ordeal that lay ahead, so he awaited the confrontation well to the rear. Bigby, guiding the four, crept up the steps and beheld the three thrones. As their feet touched the last step the iron golem stirred as before. Yrag and Felnorith leapt into action. In a few quick bounds they reached the other two statues, and as one wrenched for the sword, the other tore out the dagger from the iron hands which presented it. Here, likely, were the very weapons with which to defeat the golem.

They turned to see their foe already in action, and as its whip flailed the stricken Bigby met the fate of his fellow, and became stone. The two fighters smote the golem simultaneously, both with telling strokes. It faltered, and the arm that held the lash fell from it with a resounding clangor. Yet it managed to retaliate, and its sword fell full upon Yrag. The Lord gasped, his visage mottled green, and died. Felnorith, now fighting alone, struck again and again at the iron monster, somehow managing to fend off the golem's strokes, and with a desperate blow finally brought the huge thing crashing to the floor in pieces. The battle was over, but what had been its purpose? The survivors began to investigate.

A thorough examination of the area revealed the two remaining statues to be hollow repositories of a fortune in precious stones. Better still, there were tiny coral miniatures of the Great Hall, and from these relief maps it was easy to plan for another expedition at a future date. Now, however, it was time to gather the treasure and bring the body of Yrag back into the clean air and daylight of the surface in order to entreat the Patriarch of Greyhawk to restore his life (regardless of the cost!), and also there was Bigby, whose stony members had to be returned to flesh once again. The three adventurers turned to these tasks.

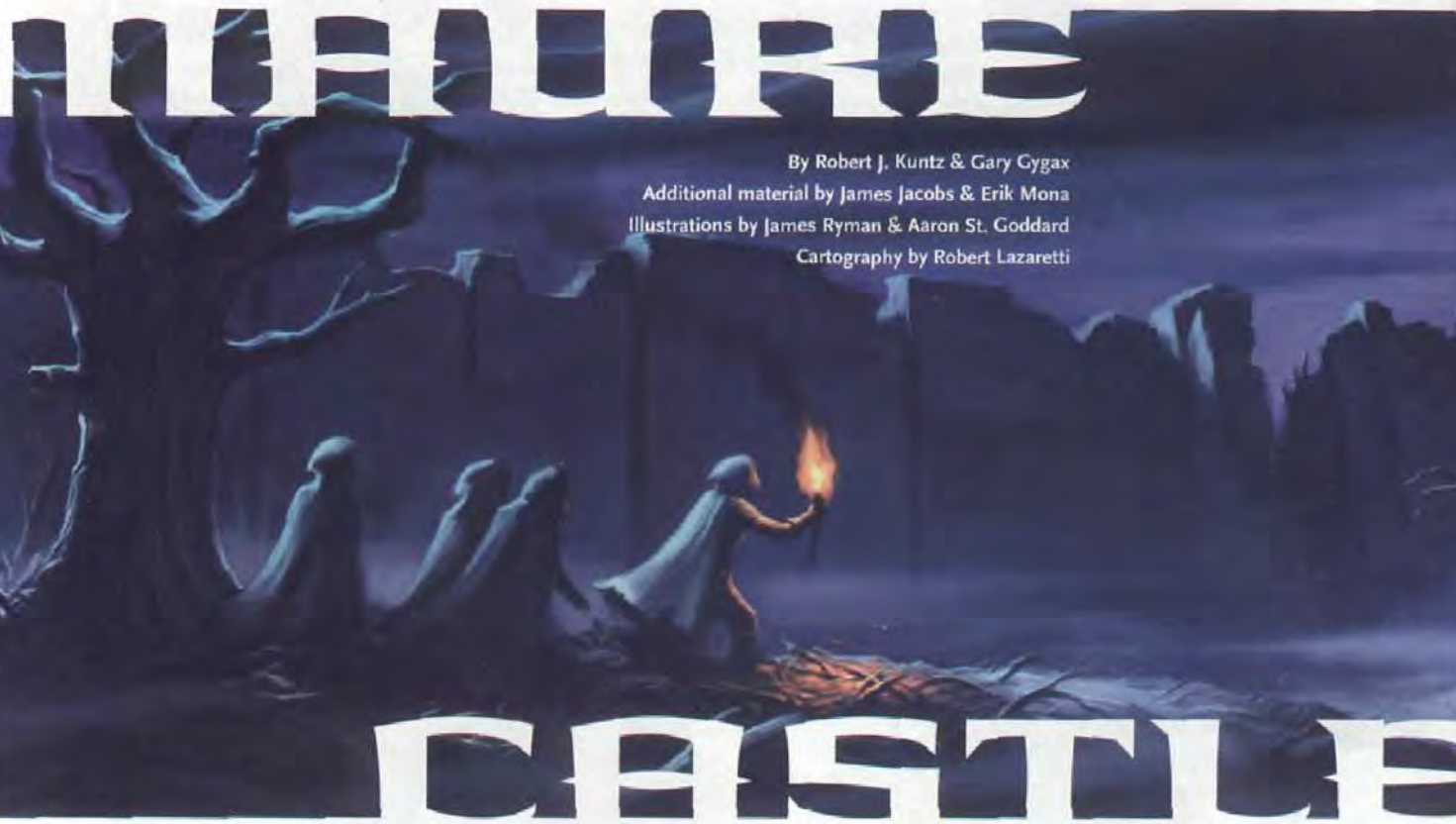
Fantastic? Most assuredly, and perhaps a bit on the corny side also. Nonetheless, it is one whale of a lot of fun. I can vouch for it, for in the adventure related above I was playing rather than judging. To my knowledge the only fantasy campaign rules currently available are the DUNGEONS & DRAGONS set. During their development and final testing they brought hundreds of hours of enjoyment to all concerned, and we look forward to much more of the same. As a final word, it is necessary to point out that the referee or referees must put in a lot of work preparing for a campaign, but again I can tell you that it is well worth the trouble. Give it a go.

And there you have it. Not even the fertile imagination of Gary Gygax could have pictured the cultural impact D&D would have over the next 30 years. What will the next 30 years hold? We could have positioned this anniversary issue as a look forward to the future of DUNGEONS & DRAGONS. Instead, we've decided to travel back to the game's earliest roots and present an adventure intimately tied to the birth of the D&D game. So intimately, in fact, that it's the very dungeon described by Gary Gygax in the preceding article. Buckle on your swordbelts and study your most powerful librams, DUNGEON readers. It's time to follow in the hallowed footsteps of Bigby and Mordenkainen.

Maure Castle awaits!

MAURE CASTLE

By Robert J. Kuntz & Gary Gygax
Additional material by James Jacobs & Erik Mona
Illustrations by James Ryman & Aaron St. Goddard
Cartography by Robert Lazaretti



the adventure begins

A THOUSAND YEARS AGO, the World of Greyhawk was a very different place. Hundreds of thousands of civilized westerners fled east from the horrors of the Twin Cataclysms. With these vast migrations the entire continent became a frontier. Pockets of civilization held their own against the natural dangers of an untamed land.

The wickedest migrants were the Suel. They mourned the loss of their decadent empire, whose unthinkably potent Mages of Power had called down the Invoked Devastation upon hated enemies only to find themselves annihilated by the retributive Rain of Colorless Fire. Of the Mages of Power, only Slerotin survived the conflagration. Slerotin the Wily, The One Possessed, a wizard with no equal in the ways of arcane science, no peers in sheer imagination and prowess.

Slerotin died within weeks of his last great work, the magical creation of a miles-long tunnel that allowed eleven Suel tribes to flee their devastated homeland for safety in the east. A clutch of Suel warlocks, servitors, artists, intellectuals, petty nobles, and cultists split from their fellow migrants after reaching fertile ground in the shadows of the mineral-rich Abbor-Alz Mountains. Under the leadership of Slerotin's eight mighty apprentices, these misfits formed House Maure, a new "family" built upon the precepts of arcane exploration and immorality. They ruled their subjects from the imposing Maure Castle, a monolithic edifice carved of night-black granite.

As decades passed, the scions of House Maure grew more and more insular. Public appearances by the family's eldest members grew less and less frequent. Those who lived under the Maure's brutal rule whispered tales of dark winged figures alighting upon the structure's crumbling towers and a nocturnal grating cacophony emerging from below Maure Castle. Eventually, the Maure sealed themselves within their castle, abandoning the outside world to focus on their own concerns.

Given Maure Castle's proximity to the infamous City of Greyhawk, haven of explorers, adventurers, and thieves, it was only a matter of time before the greedy and the curious penetrated the structure's magical seals. Until the early part of the last century, the upper levels and first several dungeon floors of the complex served as a training ground for tomb robbers and thrillseekers. Survivors looted countless bags of treasure and priceless corpses of unusual creatures from the edifice, spreading word of Maure riches as far as the Great Kingdom and Blackmoor.

Then, several levels below the surface, explorers encountered a seal they could not penetrate. Within months, Maure Castle's accessible passages and chambers were

barren of wealth. Only a few of the most dedicated explorers remained at the site, uniformly men of dark character whose desperation to unlock the castle's forbidden arcana drove them ever onward.

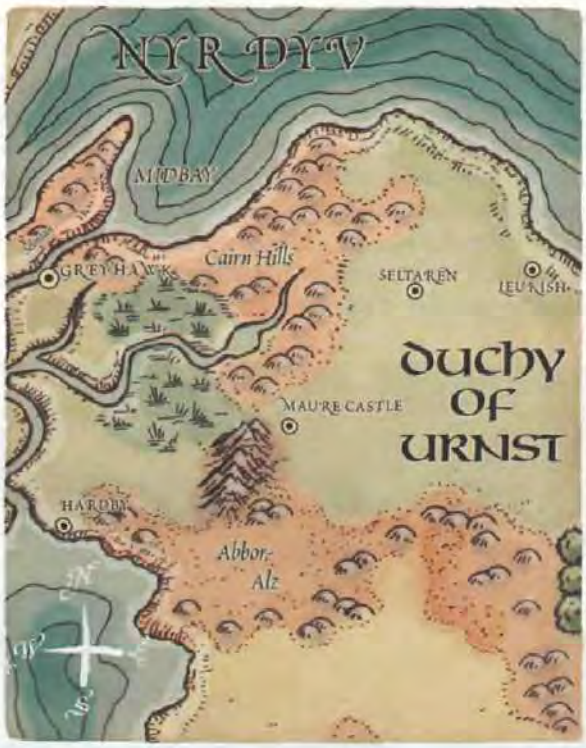
One such explorer was the demon-handed Eli Tomorast. After years of patient study, Tomorast and his companions, fellow members of an exploration society known as the Seekers, discovered a downward-sloping underground passage west of Maure Castle. Hoping to unearth a secret entrance to undiscovered levels of the castle's dungeons, they descended the tunnel to encounter an imposing set of Unopenable Doors. Tomorast turned to the magics of a newly acquired grimoire, the *Tome of the Black Heart*, to see himself through. With the assistance of Kerzit, a demon lord bound to the *Tome*, Tomorast and his agents explored the ruins, but found no path to the greater secrets of Maure Castle. Tomorast resolved to set up camp within the ruin, creating by demonic agency a new level from which to dig a passage eastward to the bowels of the castle.

A decade later, an adventurer who had discovered Tomorast's passage but failed to penetrate the Unopenable Doors spoke of his exploit in the City of Greyhawk's legendary Green Dragon Inn. Word soon passed to the wizard Mordenkainen, a shadowy figure with a finger on the knife's edge upon which the city balanced. He and his apprentice Bigby, Yrag the Lord, and Riggby, patriarch of Boccob the Uncaring, set out to try their hands at passing the unpassable. With the aid of a minor artifact known as the *Silver Key of Portals*, Mordenkainen and his companions entered the dungeon twenty-five years ago. They slew Tomorast and most of his agents, robbed the place of much lore and wealth, and departed for greater challenges elsewhere.

Three months ago, Eli Tomorast returned from the dead. He had been resurrected by a gnoll shaman named Yug-Anark, a prophetess haunted by bizarre visions sent from her demonic patron, Yeenoghu. Yug-Anark had her own reasons for seeking the lowest levels of Maure Castle but needed Tomorast's help to guide the way. With assistance from a revitalized Seeker organization and summoned demonic servitors, Yug-Anark and Tomorast's new operation seems destined to succeed.

Only the interference of a band of heroes can stop them.

"Maure Castle" is a mammoth adventure set in one of the earliest dungeons in the history of the DUNGEONS & DRAGONS roleplaying game. Thousands of player characters have met their dooms or made their careers in this challenging maze of horror and high adventure. This scenario is designed for a group of four 12th-level player characters. The PCs may reach as high as 17th level by the end of play. You can, with some effort, adjust this adventure for larger or smaller



This map reveals the location of Maure Castle in the World of Greyhawk. *Dungeon* issues #117, 118, 119, and 120 will contain a massive four-part map of the World of Greyhawk, revealing the original world of Dungeons & Dragons to a new generation of gamers.

groups, or characters of higher or lower level. When the PCs earn enough experience to advance a level, allow them to do so during the course of the adventure.

adventure hooks

The first three dungeon levels presented here comprise a self-contained locale dominated by a vile demonologist named Eli Tomorast. The fourth level, the Statuary, represents the first step in an open-ended quest into a deep, impossibly deadly dungeon.

Maure Castle can be a nearly endless source of encounters without necessarily becoming a long-term fixture in your campaign. Consider adventure hooks that are easily achievable on the party's first or second trips into the dungeons. With an early success under their belt but on the threshold of an obviously larger dungeon to explore, the decision whether or not to get deeply involved in the castle is in the hands of your players. If they're excited about the prospect of dedicating the next several game sessions to exploring a dungeon, they'll let you know. If not, they'll likely leave the castle with their original goal accomplished, eager to face new challenges. Either way, you've let them decide the shape of the campaign to come, a critical element of being a good Dungeon Master.

The following adventure hooks provide several different options for including "Maure Castle" in your campaign. Choose the one that best suits your interest and campaign style, mix and match ideas from multiple hooks, or use them as inspiration for creating hooks of your own design. Keep a backup hook or two in mind. If a character dies within the dungeon, a backup hook serves as an excellent justification for a replacement character who "just happens" to be exploring the dungeon at the same time.

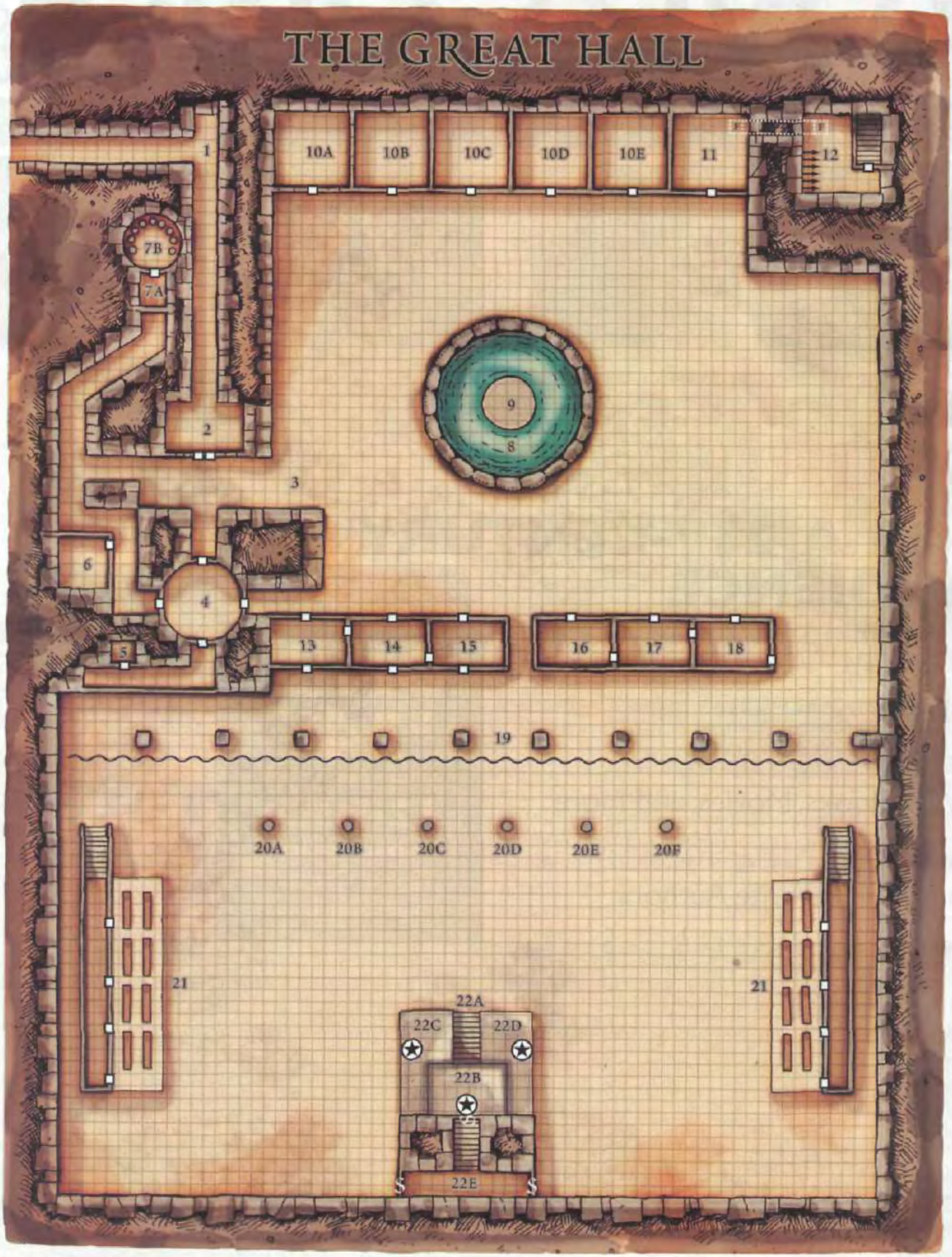
Kerfane's Papers: One of the PCs' contacts, a covert member of a secretive society of explorers known as the Seekers, tips off the party regarding a fellow Seeker named Kerfane who disappeared about twenty-five years ago after having lived in a ruin near Maure Castle for nearly a decade. The party's associate pays or convinces the heroes to venture into the ruins to recover Kerfane's journals, which presumably contain a wealth of information about Maure Castle. The associate assumes that the dungeon is uninhabited, but relates the place's reputation for surpassingly deadly traps.

Into the Shadow Vault: On an earlier adventure, the PCs discover a scroll composed by the Black One of the Valley of the Mage, a cryptic archmage obsessed with the Plane of Shadow. The scroll mentions a chamber called the Shadow Vault, said to be located in an ancient underground ruin west of Maure Castle. The Black One suggests that the room contains the riches of the centuries-dead Cult of the Long Shadow. Hidden in an extraplanar niche, the treasure can be gained only be standing at the room's center and casting four specific spells (the names of which are not listed on the scroll). Amongst the items reputed to be hidden there by the cult is the infamous *whip of red shadows*, a terrible weapon capable of tearing a man's shadow from his body.

Friends in High Places: Over the course of their careers, the player characters have gained the attention of Mordenkainen and his powerful allies. Mordenkainen's former apprentice, the archmage Bigby, fears that evil may have waxed within Tomorast's ruins in the years since their last visit. Unable to secure the location themselves, the wizards direct the PCs to the tunnel entrance, temporarily entrusting them with a powerful minor artifact called the *Silver Key of Portals* (see Appendix 1) to help them negotiate the Unopenable Doors.

In all cases, the adventure's hook leads the players to a brush-covered downward-slanting passage just over a mile west of Maure Castle.

No matter if you choose one of the above hooks or create some of your own, your player characters are about to embark on a journey they'll remember for the rest of their lives. For some of them, the rest of their lives will be very short indeed.


THE GREAT HALL
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22E

THE GREAT

The stonework in the Great Hall is of ancient workmanship and typically made of granite. The floors are smooth-hewn and lightly covered with dust. Unless otherwise noted, the corridor width remains a constant 10 feet. Height varies where noted but is usually 20 feet. Doors are of metal-bound oak.

Typical Oak and Iron Door: 2 in. thick; Hardness 5; hp 20; Break DC 28, Open Lock (when appropriate, DC 30).

Typical Masonry Wall: 1 ft. thick; Hardness 8; hp 90; Break DC 35; Climb DC 15.

When Eli Tomorast and his Seekers first penetrated the Unopenable Doors nearly 40 years ago, they made this uppermost level their headquarters and clearinghouse of important relics. While Tomorast focused his efforts and energy on the dangerous arcane lore revealed in the lower levels, lesser Seekers controlled the recovery and cataloging of minor treasures and findings of historical or cultural import. This effort ended with the coming of Mordenkainen's Citadel of Eight 25 years ago. The Mage of Greyhawk and his allies sacked the level, emptying it of most of its valuable treasures and slaying all of its inhabitants. Nonetheless, remnants of the operation remain.

Today, a ravenous pack of bodaks wanders the corridors of the Great Hall, keeping the place safe from interlopers with glares that bring death to the living. Numerous ingenious traps serve to dissuade the curious, and even Tomorast's own agents shun the Great Hall in favor of less openly hostile levels below. The two most formidable inhabitants of the level are Arley the Weaver, a scholarly ogre mage obsessed with the ancient tapestries of the ruin's first inhabitants, and a terrible iron golem so invulnerable that not even Mordenkainen was able to destroy it.

Wandering Encounters

Because most of the dungeon's living inhabitants dwell on the lower levels, the silent corridors and chambers of the Great Hall often seem deserted. Despite its dangers, however, the level's Unopenable Doors provide the only physical exit to the entire complex. For this reason, gnolls and Seeker mercenaries in the employ of Eli Tomorast occasionally can be found here, stealing furtively from shadow to shadow in an attempt to avoid the deadly bodaks and alight to the surface. The table below can be used to generate encounters with those denizens of the level who do not have a fixed location or who are moving from place to place. Every hour, the PCs have a 10% chance of a wandering encounter. Each time they make a significant amount of noise, such as hammering through a wall, yelling out to a companion, or engaging in a fight, make another encounter check. If the heroes hole up in an out-of-the-way location, check only once every three hours.

A creature's source area is the encounter area at which it can usually be found. If the PCs defeat a creature outside its source area, the creature should be removed from the appropriate encounter.

Roll	Creature	Source Area	EL
1–20	Gnolls	61	13
21–60	Bodak Pack	6	13
61–90	Seeker Patrol	25 or 53	10
91–10	Arley the Weaver	14	12

Gnolls: This small group of four gnolls has been tasked by Yug-Anark (area 39) to carry a missive to an allied tribe of gnolls deep in the valleys of the nearby Abbor-Alz Mountains. The gnolls know that contact with the Great Hall's guardian bodaks (below) means almost certain death, so they quietly skitter from place to place in an attempt to leave the dungeon without incident. If an encounter with the gnolls is indicated, allow the PCs to make Listen checks against the gnolls' Move Silently check (+4). The gnolls are happy to pass up an encounter with the PCs, confident that the remaining defenses of the dungeon will be enough to deal with them. Anyone checking the gnolls' bodies can discover (Search DC 10) a folded, blood-stained paper note written in Gnoll.

The letter exhorts a gnoll chieftain named Orghtuk One-Ear to join in a holy effort below Maure Castle. If he refuses to accompany the letter's bearer back to the dungeon, the writer promises that the chieftain's belly will be split by Yeenoghu's terrible flail. The letter is signed with the bloody symbol of a high-caste female gnoll shaman named Yug-Anark.

HALL

maure castle level one

Gnolls (4): hp 70 each; see area 61.

Bodak Pack: These life-hating creatures, undead "survivors" of sacrifice to Kerzit, Eli Tomorast's demonic servitor, roam the Great Hall as a first line of defense against infiltrators. They stalk and attack any living creatures they encounter, often remaining in shadows (Hide bonus +2) and quietly following prey (Move Silently bonus +14) in wait for a perfect opportunity to strike.

Bodaks (6): hp 60 each; *Monster Manual* 29.

Seeker Patrol: A few times per day, a handful of Seeker mercenaries from the level below are supposed to make a quick patrol of the Great Hall, ensuring that all remains as it should be and assisting Arley the Weaver with any request he may have. In practice, they spend most of their time playing cards and avoiding hard work without ever stepping foot beyond their quarters. When they must venture above, they do so with the knowledge that the silver sun blazons on their tabards for some reason send the bodaks into confusion. Bodaks who see these symbols take no action for 1 round and thereafter suffer a –2 penalty on all attacks directed at the bearer of the symbol. Although the Seeker mercenaries do not know it, the bodaks were once Seekers themselves, and the symbols remind the creatures of their former lives.

If combat goes poorly for the Seekers, one or more attempts to break off from the fighting and run to area 12. From there he descends the trap door to the level below and alerts his colleagues of the intruders above.

Arley the Weaver: Arley the Weaver, the enigmatic ogre mage from area 14, occasionally wanders about the Great Hall when attempting to think out a challenging question from his studies. If he catches the party unawares, he casts *invisibility* upon himself and takes to the air, silently following the PCs to learn as much as possible about them. If he thinks he can risk it, he attacks sleeping or separated party members, seldom taking on an entire able-bodied group at once. If captured, he tells the party of a secret door leading below, directing them to its location in area 6 (the bodak lair).

keyed encounters

Encounter numbers in this section correspond to the map of the Great Hall on page 17.

1. eight-pointed star

> After proceeding eastward for about ten minutes along a downward-sloping passage, you come at last to a T intersection, with a short hallway continuing to the north and another leading south into darkness. A large eight-pointed star design has been chiseled into the stone floor at the intersection. The points of the star are entirely cleaned out, as if something is meant to be inset into the shallow depressions.

The star design is a planar transportation device created more than 1,000 years ago by the progenitors of the Maure line. Disciples of Slerotin, the last Mage of Power of the effete Ancient Suel Empire, these apprentices held the secret keys to the mystery of Power Magic, a timelost arcane method that granted mortals unimaginable dominion over reality. The wicked-hearted apprentices yearned to master the secrets of Power Magic, but without Slerotin's guidance they lacked the knowledge to do so without risking destruction. Instead, they took the long view, hoping that their Maure descen-

dants would one day gain the requisite power and experience to make Power Magic their own.

After initiating a group of their apprentices as the masters of the House, the Suel warlocks carved the eight-pointed star design into the floor of this corridor. They infused the triangular metal tips of the star design with mystical pathways to eight distinct demiplanes and retreated from Oerth, each taking an eighth of Slerotin's writings on their mysterious journey. After their departure, the new scions of House Maure removed eight metal triangles from the design and spread them throughout the world. One day, they reasoned, the Maure would gather the power and experience to retrieve the metal triangles and follow their forebears to distant planes. With Slerotin's writings united once more, they would initiate a new dominion.

Instead, House Maure grew more and more decadent as the decades and centuries passed, and even those members of the family who still remain entombed in the dungeons of the ancestral castle have forgotten the significance of the eight-pointed star.

As they explore the ruins of Maure Castle, the PCs are bound to discover some elements of the star's history and importance. The castle itself does not contain the keys to unlocking the design's power, however, and the whole exists primarily as a means to launch future campaign arcs after the players have exhausted Maure Castle's challenges or simply wish to move on to new adventures.

Following clues revealed in Eli Tomorast's chambers (area 41), the PCs may wish to scour the world for the set of eight metal triangles, each about the size of a halfling's hand and each of a different hue. Each plate was enchanted to a different plane, typically a special demiplane or similar place. Thus, each triangle creates a double adventure. First comes the search for the metal plaque, and then comes the adventure of traveling to the destination encoded on the plaque, exploring, and finding a way back.

2. The Unopenable Doors

These massive doors are each 4 feet wide and made of 2-foot-thick iron and wood. The doors and floor in front of them are scraped and scratched, as if someone had unsuccessfully tried to force them open. It seems that they open inward, but even this is debatable.

These doors are of magical manufacture. No amount of pushing, pulling, shoving, or ramming will open them. "Opening" spells (*knock*, *passwall*, et al.) have no effect upon them. Spells or items that cause damage merely rebound and ricochet off these doors, and will do no harm to them. Items or spells that allow astral or ethereal travel will, however, provide passage. A *wish* or *miracle* will also cause the doors to open.

If the *Silver Key of Portals* (see the "Friends in High Places" adventure hook) touches the doors, they immediately swing inward to allow ingress. The doors can be opened freely from the south, but swing closed lightly unless held open by the opener. They cannot be jammed, held, or barred open by any means short of a *wish*.

Unless you've provided the heroes with the *Silver Key of Portals*, they might have a great deal of difficulty even getting into the Great Hall. Clever players may hit upon the idea of setting up camp near the Doors and waiting for someone to come out. This tactic pays off 1d6 hours after the PCs arrive, when the gnoll party detailed in the Wandering Encounters section slips through the Unopenable Doors in an attempt to slink from the dungeon.

3. Chamber of Offerings

The corridor spills out into a room so immense that your light merely reveals a fraction of its size. Perhaps a hundred feet away, what appears to be a chalice on a raised stone platform casts eerie green illumination upon what looks like a watery pool. The chamber's western wall is pock-marked by hundreds of shallow niches, each about the size of a gnome's head.

This room contains far more than that described above, but due to its size the PCs must explore its reaches to learn all of its secrets. A similar (much larger) set of niches marks the eastern wall. The chamber's center is dominated by a large pool and magical chalice, as described in areas 8 and 9. Several doors line the north and south walls. Beyond the southern chambers, the ceiling slopes steeply upward from a height of 20 feet to 60 feet.

Emphasize the oppressive size of this chamber by calling for frequent Spot and Listen checks. Tell successful PCs that they hear a skittering sound from somewhere in the shadows, as if an enemy awaits them in the nearly endless darkness. Other than wandering encounters (see above), the PCs have nothing to fear here, but don't let them in on that fact.

Every minute the PCs explore the room, allow each a Spot check (DC 5) to notice that the illuminated chalice at the center of the chamber has changed color (see area 9 for details).

Centuries ago, Maure subjects from throughout the nearby lands would come to the Chamber of Offerings and the arena to the south for worship and entertainment. They indolently lounged upon pillows and furs by the Amber Pool as brilliantly deranged poets and musicians walked among the crowd, enhancing an atmosphere already seeped in narcotic smoke and the odors of passionate sweat and fine liquor. Visitors gained the appreciation and acceptance of early Maure leaders by placing valuable baubles in the hundreds of alcoves pocketing the east and west walls—items that served as the primary point of historical interest to many

of the Seekers who were part of Eli Tomorast's original expedition into the dungeon.

One such historian, a human rogue named Kerfane (area 18), dedicated more than a decade to emptying the niches of their treasures and cataloging his finds for posterity and the eventual enrichment of high-placed fences in the Seeker organization. A careful search of the niches (taking several hours) reveals a few cracked pottery shards and fragments of ancient figurines. Collectively, this historical junk might be worth 100 gp to an ardent collector of ancient Suel artifacts.

4. Fighter Frescoes (EL 11)

This round room is lit by four small candles placed just inside each door. The inside of each door is painted in reds, purples, and yellows, and depicts a fighter in full chainmail. Each fighter seems to be awaiting an onrushing enemy, although no enemies of any type are shown.

The frescoes in this room, painted and ensorcelled by Eli Tomorast, are meant to discourage unexpected interlopers. The residents of this level know to avoid the chamber, for simply entering it risks triggering the room's defenses.

Creatures: If any candle's flame is extinguished, the fighter painted on the door behind it comes to life, jumping down from its fresco to attack. There are three ways that the candles may go out.

- Characters may blow or snuff them out.
- Each candle will go out on a roll of 1–2 on 1d6. Roll once for each candle every two rounds in which at least one character is in the room.
- All of the candles automatically go out after any character spends a full minute in the room.

The fearless animated fighters battle to the death, pursuing the PCs automatically, no matter where they attempt to flee. They do not communicate, existing only to destroy. When killed, their bodies and possessions degrade to wet paint within three rounds.

Fighter Fresco, Human Ftr 7: CR 7; Medium humanoid (human); HD 7d10+14; hp 52 each; Init +5; Spd 50 ft.; AC 22, touch 12, flat-footed 21; Base Atk +7; Grp +10; Atk +13 melee (1d10+6/19–20, *+1 bastard sword*); Full Atk +13/+13/+8 melee (1d10+6/19–20, *+1 bastard sword*); SQ *haste*; AL N; SV Fort +7, Ref +4, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Haste (Su): This fighter is enhanced with an Extended *haste* (caster level 20); the effect persists for 4 minutes.

Skills: Climb +13, Intimidate +9, Jump +21.

Feats: Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 bastard sword, +2 chain mail, +1 heavy steel shield.

5. Chamber of Mad Scribbles

The walls, ceiling, and floor of this ten-foot by ten-foot room are covered with chaotic ink scrawlings left by some long-absent hand. The room is oddly free of the dust so common elsewhere in this ruin.

This room radiates strong enchantment magic. A glance at the writing reveals that the script, a collection of crudely juxtaposed arcane sigils, was penned by the hand of an obviously insane scribe. In places, the timelost ink has faded or crumbled, but it's still possible to understand all but a few lines of text. A careful study requires 10 minutes and three consecutive DC 30 Decipher Script or Knowledge (arcana) checks. If even one of these checks fails, the reader loses track of the writer's mad ramblings and must begin again. If all checks are successful, the reader is able to comprehend the words' meanings—for better or for worse.

Characters who successfully read the mad scribbles must make a DC 19 Will save. Those who fail suffer the effects of *confusion* for 1 minute and take 3d4 points of Wisdom damage.

The script details the personal philosophy of an unnamed wizard who became trapped within this room when he crossed one of the apprentices of Slerotin in the early days of the dungeon. The words purport to be nothing less than the secrets of Power Magic itself, inscribed upon the walls of a prison as the writer's last testament of his august accomplishments. The maddening secrets written here test the limits of the reader's sanity, but nonetheless reveal a bizarre genius, granting the reader a +4 competence bonus on Spellcraft checks and caster level checks made to overcome a creature's spell resistance for three days. A character can benefit from this room only once (but can suffer its ill effects each visit).

6. Bodak Lair (EL 13)

The sharp odor of decomposition wafts over you as the door opens to reveal a twenty-foot by twenty-foot stone chamber. Torchlight flickers upon the silver tines of huge stylized sun symbols engraved into each of the four walls.

Creatures: This simple room serves as the lair of a pack of bodaks loosed by Tomorast to prowl the Great Hall in search of interlopers. The 15-ft.-radius sun symbols are identical in design to the blazon worn by the Seeker mercenaries from whose ranks the bodaks were culled months ago. The symbols remind the undead creatures of their former lives, making this barren chamber the closest thing to a refuge they've got. At any given time, there is a 50% chance that the bodaks are present. Otherwise, they wander the halls in search of prey.

Bodaks (6): hp 60 each; *Monster Manual* 29.

7A. Unusual Stone Wall

Ten feet after turning due north, this ten-foot-wide stone passage ends abruptly in a stone wall of decidedly different manufacture than the side walls and floor. Two arcane symbols, about the size of a human head, mark the wall at eye level. A hammer and chisel lie upon the floor in front of the wall, immediately below a fist-sized hole knocked into its center. Beyond the hole lies absolute darkness.

Characters may attempt a DC 10 Knowledge (arcana) check to determine that the leftmost symbol is a common arcane sigil denoting magical danger. Another check (at DC 20) reveals that the rightmost symbol (an open palm behind a stylized bumblebee) is the personal glyph of the archmage Bigby, creator of the popular spell *Bigby's crushing hand*. A DC 25 Spellcraft check reveals the entire wall to be a *wall of stone*, most likely erected more than a decade ago.

In fact, Bigby left the wall and symbols 25 years ago as a warning against the magic-destroying trap in area **7b**, to which he and Mordenkainen fell victim. Explorers in the years since, ignorant of sigilcraft, hammered a hole through the wall's center but gave up further demolition as too dangerous in the face of the level's wandering dangers.

With the proper illumination, characters looking through the hole see another stone wall (consistent with the level's original construction) 10 feet beyond, bearing a simple wooden door. The hole is 6 inches in diameter. Those wishing to explore the area beyond must somehow manage to fit through the space (such as via the *reduce* spell) or hammer through the rest of the wall, a prospect that will take several minutes and risks drawing the attention of wandering monsters unless extraordinary measures are taken to mask the sound.

Wall of Stone: 2 in. thick; Hardness 8; hp 30; Break DC 24; Climb DC 15.

7B. Room of Misplaced Fortunes (EL 10)

A thin layer of dust covers the floor of this empty circular room. Nine shallow holes are aligned at perfect intervals about the periphery of the chamber's stone floor.

Trap: Characters who enter the room immediately feel a slight "tingling" sensation, and must make a DC 20 Will save. Those who fail become misguided in their thoughts and actions for the next 1d6 rounds. Roll 1d10 for each affected character and consult the table below.

Disposal Table

1–5	The character drops one valuable magical item into the nearest hole. An item in hand will always be dropped first; if nothing magical is in hand, the most accessible item of worth will be dropped.
6–9	The character drops two magical items of worth into the nearest hole, determined as above.
10	The character starts dropping into the nearest hole all items of worth in descending order of value: magic, weapons, maps, food, water, torches, lanterns, clothes, etc.) at the rate of two items per round.

The holes instantly contract to "crunch" all items disposed, dealing 10d10 points of damage to anything in the hole. The holes will open again on the following round, exposing the mangled items. Destroyed items are forever useless.

Because it's quite likely that unaffected characters will attempt to prevent their allies from taking the actions indicated by the table above, it may be best to roll initiative for the entire party once the first character has become affected. Doing so will help you adjudicate what is bound to become a fairly complicated wrestling match between magically compelled characters and their more sensible cohorts. Note that anyone entering the room to prevent their friend from destroying his items must himself make a save, and that no one will know the full effects of a failed save until a character has placed one or more items into a hole.

Once the room's effects are completed, the characters lapse back to their normal selves, with (no doubt) great misgivings about their lost items. Each character may be affected only once by this room; no additional saving throws are required, whether or not the first save was made.

8. The Amber Pool (EL 12)

The water of this round pool is amber in color, a bit murky, and moves just slightly, as if a small but constant tidal influx were at work upon it. Its bottom cannot be seen because of a haze caused by an admixture of the coloration, the murkiness, and the light shed by a chalice which is set upon a raised twenty-foot-round area at the center of the pool.

This 10-ft.-deep pool is inhabited by hetfish (see Appendix 2). There is nothing of value in the pool.

Hetfish Swarms (10): hp 65 each; see Appendix 2.

9. The Ever-Changing Chalice

On a raised stone surface at the center of the pool sits a three-foot-tall nine-inch-round chalice that glows with an unusual colored ambience. As you examine it, the beautiful vessel shifts from a glistening silver to a warm red hue. The weak illumination plays tricks on the surface of the pool below, making it look aflame with crimson reflection.

The chalice is enchanted to change color once every 10 rounds. Roll 1d6 per character each minute to determine what color is seen by each character in that period of time.

The characters may see the chalice in different colors. The colors shed enough light to dimly illuminate a 20-ft. radius.

Chalice Colors

Roll	Result
1	glistening silver
2	pale green
3	radiant amber
4	warm red
5	cobalt blue
6	sparkling gold

This plain silver chalice was the very first item plundered from Maure Castle by Eli Tomorast and his cohorts. As a token of his victory over the Unopenable Doors, the wizard ensorcelled the chalice with a spell of scintillating colors and placed it in its current location. He lets all of his associates know that touching the chalice is an offense punishable by torture and ultimate sacrifice to Kerzit, the grim demon lord imprisoned on the dungeon's third level. But the multi-colored vessel serves another purpose. Tomorast expects interlopers to steal the chalice, an action that plays right into his hands. He, Arley (area 14), Shryg (area 81), the clerics in area 88, Torakian (area 66), and Yug-Anark (area 36) have studied the vessel extensively, gaining enough familiarity with it to cast *locate object* as an easy way to locate intruders and track their movements.

Treasure: The chalice is worth 450 gp.

10. Guest Chambers

The six rooms at the northern end of the Great Hall once housed the most important guests of the early Maure Suel. Each chamber contained a bed, wardrobe, benches, chairs, and a desk—enough to remind visiting dignitaries of the comforts of home. Most of these bits of furniture crumbled to shards centuries ago, but a few of the rooms have benefited from the restoration efforts of a Seeker antiquarian named Kerfane (area 18).

a) This room has been nearly restored to its original condition, with new and refurbished furniture rescued from all of the chambers assembled into one display.

> This sumptuously appointed chamber contains a rich bronzewood and teak four-poster bed decorated with silver filigree and a dusty mauve canopy. A fine darkwood desk sits against the western wall, accompanied by two exquisite marble benches covered in ancient geometric designs. A wide wood dresser, its doors fashioned in the image of a leering demonic face, hugs the north wall. The north, west, and east walls of this chamber bear nearly imperceptible traces of ancient frescoes, which have apparently flaked away with age.

A DC 25 Search check made by anyone investigating the walls is enough to deduce that the frescoes once revealed an image of a great arena with several rows of onlookers staring at the center of the room. The north wall, near the wardrobe, bears the image of a massive stone throne at the top of a low rise of seven stairs. The throne is empty. (These images depict areas 21 and 22).

The furniture is of high quality, and might fetch as much as 500 gp from the right collector. A DC 10 Craft (carpentry) check reveals that every piece of furniture in the room has seen extensive restoration. The wardrobe contains carpentry tools used in this effort, but the layer of dust covering them suggests that they haven't been used in many years.

b) This room has been kept relatively clear of rubble and debris due to the excellent condition of the ancient frescoes painted upon its walls. Read the following when the PCs enter the chamber.

> Painted upon the north, east, and west walls of this thirty-foot by thirty-foot room are frescoes of light-skinned servile ladies lying upon many-colored furs near a fountain. The fountain water is depicted as bubbling lava, with a scaled, fire-enveloped hand reaching forth from it.

This is an artist's symbolic representation of the Amber Pool (area 8) and the danger it represents. The ladies represent the laxity of those dealing with it carelessly. The scaled hand signifies the hetfish, while the bubbling lava denotes the fiery inclination of these creatures (which Tomorast rescued from extinction using ancient bone fragments discovered at the bottom of the pool).

c) This chamber is similar to room 10a except that it contains no furniture and its wall frescoes are so badly damaged that they are impossible to interpret.

d) This room is identical to room 10c, except that it contains all of the broken furniture fragments harvested by Kerfane from all of the northern chambers. A careful search reveals pieces of five beds, ten marble benches, and a large number of wooden desks and chairs.

e) Read the following when the PCs enter the room.

> Each of this darkened room's four corners hosts a bronze statue about the size of a man. Each appears to be a grim warrior, bedecked in plate mail and holding a longspear. They are positioned so that each holds its spear toward the center of the room. In the middle of the chamber is a one-foot-round blood mark, dried and aged-looking, as if someone from eons past had bled here.

These are just statues, nothing more. The plate mail and spears are cast as part of the figures and are not removable. The blood mark radiates faint abjuration if a PC employs *detect magic*. Any character that steps in, touches, or moves

over this mark gains the benefit of being unaffected by the spears loosed from the trap at area 12. The blood is not useful in any other way and cannot be removed.

11. Special Guest Chamber

This room appears to be empty and unused. A secret trap door leading down is located in the northeast corner (Search DC 20 to discover). It opens easily, allowing space for one person at a time to descend. A passage at the bottom leads off to the east for 30 feet, ending at a trap door set into the ceiling. The trap door leads to area 12.

12. Deserted Chamber (EL 11)

This room seems like the guest chambers—dusty and unused. Examination of the 10-ft.-square alcove in the southeastern portion of the room reveals a door to the north.

Trap: When the door is opened, six 6-ft.-long bronze spears shoot forth from a slotted trap on the far western wall. The slots open as the door does, so unless the heroes specifically search for traps on that wall they will not see the slots. Divide the spears equally among potential victims, randomly rolling for spears or victims left over. Characters under the effect of the blood mark in area 10e are immune to this trap—targeted spears simply bounce off of them without causing any damage.

Bronze Spears (6): CR 11; mechanical device; Atk +24 (2d4 plus deathblade poison); poison (DC 20 Fortitude save resists, 1d6/2d6 Con); multiple targets (fires six spears at all creatures between trap and north door); Search DC 30; Disable Device 30.

13. Rug Room (EL 12)

Two *continual flame* torches set in the northeast and southwest corners of this chamber cast flickering shadows upon a half-dozen dusty rugs spread about the room.

Consult the following table for details on the room's rugs.

Rug No.	Size	Make	Design	gp value
1	6 ft. × 3 ft.	silk	floral	1,150
2	6 ft. × 4 ft.	silk	geometric	1,300
3	8 ft. × 4 ft.	wool	floral/geometric	2,000
4	9 ft. × 5 ft.	silk/wool	hunting scene	3,500
5	10 ft. × 5 ft.	silk/linen	geometric	(see below)
6	9 ft. × 15 ft.	cotton	floral	2,600

The rolled-up rug #5 has a 2-inch-long golden pin stuck into it and the word "Aelem" embroidered beside it. It is in fact a *carpet of flying* with a capacity of 400 lb., a speed of 40 ft., and a market price of 35,000 gp. It weighs 15 pounds. Its command word, "Aelem," controls it.

One drastic difference exists between this carpet and the standard variety: the golden pin (worth 100 gp) is magical, although its aura cannot be distinguished from that of the carpet itself. The pin holds a captured elder air elemental. While a prisoner in the golden pin, Aelem obeys those who speak his name, transporting them about as does a normal *carpet of flying*. If the pin is removed, both it and the carpet become forever nonmagical, and Aelem escapes. He comes forth from his century-long internment with great fury, attacking all those before him. If Aelem should escape in the presence of Arley the Weaver (area 14), he directs all attacks against the ogre mage, for it was Arley who captured and imprisoned him.

Aelem, Elder Air Elemental: hp 204; *Monster Manual* 96.

14. Weaver's Chamber (EL 12)

This simple room is well lit by four everburning torches set in tall iron candle-holders. A colorful pile of cloth swatches dominates the surface of a sturdy table at the center of the room. To the right of the table is a large loom, with bolts of linen, wool, and silk spread before it. A spinning wheel and medium-sized iron box piled high with many colors of spooled thread sits immediately to the left of the table. An oversized bed with a sumptuous red comforter dominates the northeast corner.

Not all who Seek are human. Arley the Weaver is an ogre mage recruited by Tomorast's first expedition for his peerless knowledge of tapestries and woven magic. His obsessive interest in mundane and arcane threaded materials and the grasp of history that comes from a centuries-long lifetime of study made Arley the ideal candidate to decode the mysteries of numerous symbolic tapestries, rugs, and fragmentary ancient uniforms looted from throughout the complex. Working with his fellow Seeker Kerfane (area 18), Arley unveiled many secrets about the history of the dungeon—secrets used by Tomorast to assist his deeper delvings. The demon-handed mage also appreciated Arley's skill with the loom and needle; he granted Arley numerous valuable treasures in exchange for the ogre mage's creation of both the Great Draperies (area 19) and the personal tapestry that marks the second dungeon level as Eli Tomorast's domain.

Despite the attention and appreciation lavished in his direction by his nominal master, Arley remained most dedicated to his studies, spending countless hours piecing together moldy fragments and becoming enamored by the artistry of the ancient Suel.

In happier days, Arley cloaked himself in the image of a fat, jovial-looking old man. He hoped to avoid entanglements with interlopers by claiming to be a lowly weaver, forced to endeavor in this forsaken place because of an evil enchantment laid upon him by a wizard who was none too pleased with a robe he fashioned for him. In this guise he sought to trade cursed magic items of his own design with those foolish

enough to believe his stories about their wondrous powers.

The gambit worked perfectly until the day Arley tried it on Yrag the Lord, hardy warrior of the Citadel of Eight. After exchanging a prized set of *boots of feather falling* for a *"sash of wishes"* that enveloped him in whirling flame when he placed it about his person, Yrag flew into a rage and attempted to cleave Arley's head from his body. Only the weaver's ability to assume *gaseous form* allowed him to flee the dungeon, and for decades he looked ever over his shoulder, confident that the Citadel of Eight was tracking his movements. He sought refuge in a Seeker chapter house in the nearby city of Seltaren, where he became a confidant of Octavus Marius, the shadowy leader of that enclave.

Marius sees the resurrected Eli Tomorast, with his contingent of allied Seekers and mercenaries, as a serious threat to his power base. When he learned of the wizard's return, Marius dispatched Arley to Maure Castle to act as his eyes and ears in the operation.

Arley can be found in his quarters 80% of the time. When absent, he either strolls the corridors of the Great Hall (as described in "Wandering Encounters," above) or meets with the Seeker captains in the level below.

Arley the Weaver, Male Ogre-Mage Sor8: CR 12; Large giant; HD 5d8+25 plus 8d4+40; hp 113; Init +0; Spd 40 ft., fly 80 ft. (good); AC 18, touch 9, flat-footed 18; Base Atk +7; Grp +15; Atk +11 melee (3d6+7, Large +1 *greatsword*) or +8 ranged (1d10+4, Large masterwork composite longbow); Full Atk +11/+6 melee (3d6+7, Large +1 *greatsword*) or +8/+3 ranged (1d10+4, Large masterwork composite longbow); Space/Reach 10 ft./10 ft.; SA spells, spell-like abilities; SQ darkvision 90 ft., familiar (snake named Sitaki), low-light vision, regeneration 5, spell resistance 19; AL CN; SV Fort +13, Ref +7, Will +13; Str 18, Dex 10, Con 20, Int 17, Wis 18, Cha 24.

Skills: Bluff +20, Concentration +13, Craft (weaving) +22, Diplomacy +9, Intimidate +9, Knowledge (arcana) +11, Knowledge (history) +10, Listen +14, Spellcraft +13, Spot +14.

Feats: Alertness (as long as Sitaki is in arm's reach), Craft Wondrous Item, Improved Natural Armor, Lightning Reflexes, Skill Focus (Craft—weaving), Skill Focus (Knowledge—history).

Spell-like Abilities: At will—*darkness, invisibility*; 1/day—*charm person* (DC 18), *cone of cold* (DC 22), *gaseous form, polymorph, sleep* (DC 18). Caster level 9.

Spells (6/4+1/4+1/3+1/2+1/2+1, save DC 12 + spell level): 0—*arcane mark, detect magic, ghost sound, mage hand, mending, message, read magic, resistance*; 1st—*comprehend languages, identify, magic missile, shield, unseen servant*; 2nd—*detect thoughts, locate object, scorching ray*; 3rd—*displacement, shrink item*; 4th—*charm monster*.

Arley's Cursed Items

Item	Drawback/Appears As	DMG Page
Belt of giant strength (+4)	Changes gender	248, 273
Cap of opposite alignment (as *helm*)	—	275
Gauntlets of fumbling	*gloves of swimming and climbing*	275
Boots of dancing	*boots of speed*	274
Robe of vermin	*robe of eyes*	276

Possessions: Large +1 *greatsword*, Large masterwork composite longbow (+4 Str), 20 arrows, *robe of armor +3* (functions as *bracers of armor +3*), *cloak of resistance +2, shirt of health +2* (*functions as amulet of health +2*).

Treasure: The unlocked iron box contains numerous items created or collected by Arley over his centuries-long career. All are cursed. See the table above for details.

15. Tapestry Room

This room is illuminated by two lamps suspended from pegs on the north and south walls. Strewn about and hung from the walls and ceilings are many beautiful tapestries.

The room contains ten tapestries in various stages of repair. The table below provides details for six "mundane" tapestries. Four "exotics" are summarized below.

Tapestry No.	Size	Make	Design	GP Value
1	3 ft. × 3 ft.	linen	floral	460
2	3 ft. × 5 ft.	silk/gold thread	geometric	780
3	4 ft. × 4 ft.	cotton	floral	800
4	5 ft. × 5 ft.	woolen/silver/gold thread	hunting scene	1,275
5	5 ft. × 5 ft.	cotton/silk/platinum thread	floral/hunting scene	2,560
6	6 ft. × 6 ft.	silk/crushed and mixed gemstones	mosaic/floral	3,100

Obscene Tapestry (3 ft. × 8 ft.): This shameless tapestry depicts an obscenely realistic image of a naked, horned woman with jet-black bat wings. A DC 20 Knowledge (the planes) check reveals the woman as Malcanthet, Demon Princess of Succubi (a deadly statue of this entity can be found in area 55). The tapestry is worth 1,000 gp, but would be considered profane by most good-aligned characters.

Shadowy Tapestry (4 ft. × 4 ft.): Kept within a plain leather sack, this excellently preserved square of cloth undulates with a shadowy film that makes it impossible to discern any details on the tapestry's surface. If the characters bring the tapestry into shadows, the film melts into the nearby darkness to reveal four images. Each image shows a pair of hands engaged in a complex position.

A Spellcraft check reveals that the hands match the somatic component of one of the following spells (one check per spell): *shadow conjuration* (DC 19), *project image* (DC 22), *shadow walk* (DC 21), and *shadow evocation* (DC 20). The tapestry is worth 800 gp but is far more valuable as the key to the Shadow Vault in area 50.

Partially Damaged Tapestry (5 ft. × 5 ft.): The bottom half of this rich red tapestry bears a centuries-old brown stain that obscures its image. What remains depicts the emotionless alabaster face of an (apparently) human female. Elaborate knot-like patterns, the sharpest details of the entire image, cover the figure's closed eyelids. A successful DC 25 Knowledge (arcana) or bardic knowledge check suggests that the patterns might be an attempt to show the subconscious movements of the eyes in deep sleep. The tapestry is worth 600 gp.

Tattered, Stained Tapestry (4 ft. × 12 ft., fragmentary): This heavily damaged tapestry depicts twelve violet-robed acolytes bearing a massive purple ovular object on a wooden palanquin. The figures carry the object through what appears to be a steep mountain pass. Several other figures look to the (now soiled) bright white sky, shielding their eyes as if in pain. A successful DC 15 Knowledge (history) or bardic knowledge check reveals that the white sky probably represents an ancient cataclysm known as the Rain of Colorless Fire, which destroyed an empire and forced hundreds of thousands of refugees across mountain passes just like the one shown in this tapestry. Despite its damage, the tapestry is worth 1,200 gp to the right collector.

16. Kerfane's Project

Several rows of low shelves line the walls of this chamber, each containing six wide drawers. Several of these shelves bear labels written in handsome, careful script. At least a dozen of these drawers lie carelessly strewn upon the floor, as if the entire room was ransacked. Given the layer of dust covering the floor and shelves, the chaos here happened several years ago, and the room has not been disturbed since.

Three of the shelves bear a label of "Offering Chamber: West Niches." Five are labeled with "Offering Chamber: East Niches." One each bear the following labels: "Guest Chamber A," "Guest Chamber B," "Guest Chamber C," "Guest Chamber D," "Guest Chamber E," and "Exit Chamber." All items of value were looted from this room by Mordenkainen and his compatriots.

17 Kerfane's Chamber

A simple bed, dresser, and table sit near the southern wall of this darkened chamber, apparently a personal quarters in years past. A thin layer of dust covers everything, but does little to hide the fact that the bed's mattress has been slashed open and the desk's drawers have been pulled out and tossed to the floor.

Bigby and Yrag looted this room decades ago, but in their haste to continue onward they passed up a hidden niche (Search DC 20) in the bed's back left bedpost. This niche contains a tiny scrap of paper written in the same hand found on the labels in area 16. The letter says: "313 Bard St., Greyhawk. Send artifacts in plain wooden crates."

For much of his time in the Great Hall, Kerfane was smuggling some of the dungeon's choicest artifacts to a contact in Greyhawk, who kept them for later fencing. Whether those relics remain, their value, and the extent of the smuggling operation is for you to decide, and the note exists primarily as a way to trigger future adventures.

18. Ransacked Library and Study

A five-foot-wide marble pedestal marks the center of this chaotic room. Several magnifying glasses suspended by jointed poles stretch from the ceiling to eye level around the pedestal, as if the whole were some sort of observation station. A human skeleton sprawls on the floor near a shattered high-backed chair and writing table in front of the pedestal. Empty bookshelves line the walls, and four unlit torches stand in the room's corners.

The Seeker archeologist Kerfane (CN male human Rog9) spent most of his days and nights in this chamber, closely studying artifacts rescued from the niches in the Chamber of Offerings (area 3) and jotting down notes in one of several volumes. He planned to circulate his historical findings to Seeker chapter houses far and wide, in hopes that his knowledge would help in the plundering of other ancient Suel sites. Instead, most of the offerings and all of his research ended up in Mordenkainen's Obsidian Citadel after the Mage of Greyhawk and his companions killed the scholar and looted his chambers.

A careful ransacking of the room (Search DC 15) turns up an alabaster fertility idol (150 gp), a cracked wooden mask (35 gp), and a *brooch of shielding*. The most valuable item in the room may be Kerfane's corpse. Smartly worded questions asked via the agency of *speak with dead* can result in some staggering revelations about Tomorast, the secret door in area 11, and even the two levels directly below the Great Hall. He knows nothing about affairs in the dungeon after his death, so he is ignorant of the Statuary or even the Citadel of Eight's adventures below the Great Hall. He knows that he was slain by a gray-robed wizard named Bigby, but since he was a rogue and not a wizard, the name meant little to him.

19. The Great Draperies

These curtains divide this great room in half. They are made from black satin and are suspended from numerous 20-ft.-tall wooden columns.

The ceiling south of the curtains is vaulted, extending some 30 ft. upward. The whole of areas 20–22 is continu-

ously lit by a dim, purple *faerie fire* spell effect (caster level 17). A strong illusion aura permeates the entire area.

20. Ivory Pillars

Each of the six following encounter areas represents a 50-ft.-high 5-ft.-diameter ivory pillar sculpted to look like a different male figure. Each resembles a scion of House Maure, and was constructed by Tomorast to honor the men who built the immense dungeon complex that has become his obsession.

a) This carving resembles a nobleman in robes, looking straight ahead to the south.

b) This carving resembles a scowling warrior, looking directly north.

c) This carving resembles a scholarly man who seems deep in thought.

d) This carving resembles a lithe man in fashionable dress, possibly a representation of a bard or poet. He has a thin smile on his face and a dreamy expression.

e) This carving resembles a sneering, regal man. His eyes look upward, as if he were above all who pass.

f) This carving resembles a beggar. He looks off at an angle toward area 22.

These pillars seem to come to life when the iron golem at area 22b moves to attack intruders. They seem to be fleshly versions of the original carvings, moving and speaking to one another as if they were heavenly beings, viewing and wagering upon the outcome of this contest. Each watches the battle in progress closely, talking and comparing notes all the while. Each seems to look at the PCs, some pointing at times, some merely observing intently, perhaps saving their comments for the eventual outcome of the battle.

21. Viewing Stands

These two areas are raised 15 ft. above the main floor, with steps leading to the seats above. The stands seat a maximum of 60 people (4 booths, 15 per booth), and are tiered so as to allow easy viewing of the area in front of them.

The stands will seem to have a variety of beings in them when the iron golem in area 22b attacks. When this happens, the stands appear thronged with many characters of dead, living, ethereal, earthly, demonic, and angelic visages. The living, earthly, and angelic spectators shout encouragements to the characters. The dead, ethereal, and demonic types boo the characters and shout evil suggestions to the golem.

22. Throne/Statue Area (EL 16)

22a) Read the following when the characters approach the raised area at the southern end of this massive chamber.

> This fifty-foot by seventy-foot raised area has three statues upon it. Two stand on platforms raised five feet above the floor, on either side of a set of stairs that leads to an ominous larger statue seated upon a granite throne, fifteen feet above.

If this area is entered or touched (for example, if the characters attempt to walk or climb on any of the raised areas, or touch the statues, or use spells on any part of the throne area, etc.) the iron golem at area 22b animates and immediately moves to attack the PCs.

When the iron golem animates, the ivory pillars (area 20) and the viewing stands (area 21) seem to come to life. A strong, ingrained magic motivates and sustains these grand illusions. Whatever the state or actions of the characters, these sight and sound occurrences will seem real to them. Although the illusions cannot be dispelled, they are more "bark than bite," and cause no real harm.

When the golem is defeated through combat, or when the characters quit this area and the golem returns to its former state of dormancy, these illusions cease to function.

22b) Read the following when the PCs examine the large central statue.

> This massive iron statue sits upon an impressive granite throne. It holds an immense crystal sword in its left hand and a whip of long, broad, interwoven feathers in its right hand.

This is the terrible iron golem. It stands a full 8 feet tall. Its head is that of a regular iron golem, except that its maw is wider and a small flicker of flame can be seen therein. Once animated, the iron golem pursues and attacks all intruders who still roam the Great Hall. It seeks out such interlopers everywhere, tirelessly tracking them down. If the characters descend to the lower levels, the golem stands guard at area 11 (50% chance), area 22 (25% chance), or area 2 (25% chance), awaiting their return. If the characters flee from the dungeon, the golem waits for their return at area 2 for 1d4 days, unemotionally clanking back to resume its "sleeper position" upon its throne after the passage of time is complete.

The Terrible Iron Golem: CR 16; Large construct; HD 24d10+30; hp 162; Init +1; Spd 20 ft., fly 20 ft. (perfect); AC 32, touch 10, flat-footed 32; Base Atk +18; Grp +35; Atk +30 melee (2d6+13 plus poison/17–20, Large +5 *keen longsword*); Full Atk +31/+26/+21/+16 melee (2d10+18 plus poison/17–20, Large +5 *keen longsword*) and +31 melee (1d4+11 plus petrification/19–20, +5 *keen whip*; Space/Reach 10 ft./10 ft.; SA bonded weaponry, breath weapon, petrification, poison; SQ construct traits, damage reduction 15/—; darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +7, Will +6; Str 37, Dex 13, Con —, Int —, Wis 11, Cha 1.

Feats: Two-Weapon Fighting[B].

Bonded Weaponry (Su): The terrible iron golem wields two unique weapons. In its left hand it wields a +5 *keen longsword* made iron and encased in crystal, and in its right a Large +5 *keen whip* made of cockatrice feathers. Unlike a normal whip, this whip deals lethal damage on a hit, and can damage opponents who wear any kind of armor. These weapons are part of

the iron golem's body, and they cannot be disarmed as a result. Likewise, sunder attempts against the weapons simply inflict damage on the golem itself rather than damaging or possibly destroying the weapons. In addition, the sword and whip inflict additional special attacks on any creature they strike (poison or petrification, respectively). Both weapons crumble to useless powder if the golem is destroyed.

Breath Weapon (Su): 15-ft. long cone of fire, free action once every 1d4+1 rounds, damage 15d8, Reflex DC 22 halves. The save DC is Constitution-based.

Petrification (Su): A creature damaged by the terrible iron golem's whip of feathers must make a Fortitude save (DC 22) or be turned to stone. The save DC is Constitution-based.

Poison (Su): Initial and secondary damage 1d10 Constitution, Fortitude DC 22 negates. The save DC is Constitution-based.

c) Read the following when the PCs examine the western statue.

> This iron statue depicts an old, bearded wizard clothed in traditional garb. He holds a dagger in his right hand, and peers down with a vengeful cast to his eyes.

If the adventurers attempt to remove the dagger, the statue transforms to flesh and comes to life. Instead of attacking, however, it immediately kneels and, with both hands, presents the dagger to the character in front of it. It then stands, resumes its original position, and turns back to iron, winking to the recipient just before the flesh-to-iron transformation is complete.

The weapon is a +2 *construct bane dagger.*

If the wizard's left hand is grasped and pulled down, the statue's head loosens and falls to the floor. The head is hollow, and contains a scroll with three divine spells: *neutralize poison, raise dead,* and *heal.*

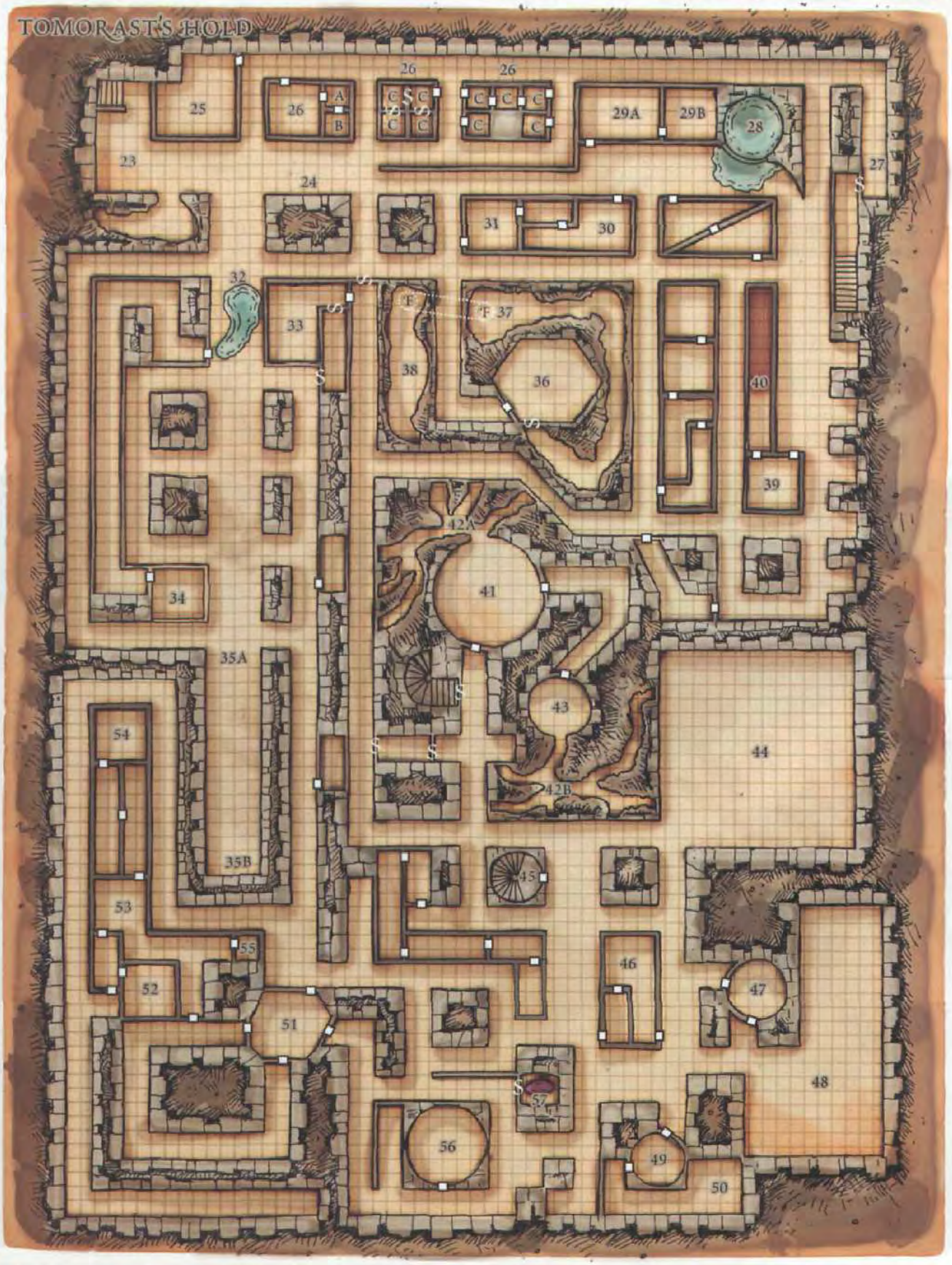
d) Read the following when the PCs examine the eastern statue.

> This iron statue depicts a powerful warrior in elaborately crafted plate mail armor. The figure wears a slitted helm, and you can just make out a taciturn visage beyond the faceplate. The warrior holds an outthrust longsword in hands.

If the adventurers attempt to remove the sword (which appears to be part of the statue), the warrior's hands momentarily turn to flesh and release their grip upon the weapon. It is a +3 *construct bane longsword.*

e) Not even Eli Tomorast knows of the secret space behind the golem's great throne structure. A DC 30 Search check reveals the east and west entrances to this darkened chamber. From within the secret area, the northern secret door is easy to locate (DC 10). Those searching the throne, however, face a more difficult challenge (Search DC 30).

Due to its isolation, this chamber is one of the few completely safe refuges in the entire dungeon complex. Unless those within make a great deal of noise, anyone resting here avoids the need to check for wandering encounters as outlined in the introduction to the Great Hall.


TOMORAST'S HOLD
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As on the upper level, the stonework here is quite old and composed of granite. The floors are damp, but not overly so, and appear mildewed in places. Unless noted, ceiling height maintains a consistent 20 feet. Doors on this level are usually made of metal-bound oak, and are 7 feet tall and 6 inches thick. The few doors that can be locked have quality locks.

Typical Oak and Iron Door: 2 in. thick; Hardness 5; hp 20; Break DC 28, Open Lock (when appropriate, DC 30).

Typical Masonry Wall: 1 ft. thick; Hardness 8; hp 90; Break DC 35; Climb DC 15.

In ancient days this level served as the compound of four ancient Suel cults. The northern section of the dungeon (areas 23–31) was controlled by the Cult of Silver Dreams. The southwestern region (areas 51–55) were held by the Cult of Malcanthet, the Queen of Succubi. The southeastern chambers (areas 47–50) were held by the Cult of the Long Shadow. But these mystic sects were too enthralled with their dreams, orgies, and self-mutilation to exert as much influence and control over the region as did the Cult of the Purple Stone. This cult, based in the center and southern section of the dungeon (areas 33–46 and 56–57), worshiped the ancient and unknowable Purple Stone. Ancient Suel migrants fleeing the Rain of Colorless Fire carried the Purple Stone from its temple and installed it here. They quickly became the most powerful of the four cults (due in no small part to the prophetic visions granted to them by their sacred Stone). The cults came to a tragic end many decades ago when the Purple Stone tried to subvert them all, along with the nearby masters of Maure Castle. The Maures responded by sealing the Purple Stone and all the cultists within the dungeon and raising the Unopenable Doors to prevent anyone from coming to their rescue. It was only when Eli Tomorast first entered the dungeon nearly 40 years ago that the long-dormant Purple Stone began to reawaken.

Eli Tomorast uses this level of the dungeon as his personal quarters and a place for his Seeker allies to train and live. As the PCs explore this level, they'll doubtless run into the Seekers and the numerous mercenaries they've hired as guards.

Wandering Encounters

The denizens of this level are not static; many of them don't stay in their respective encounter areas all day and all night long. As the PCs explore this level, they have a fairly good chance of stumbling across the denizens. Detailed below is a table you can use to generate encounters with the dungeon's inhabitants. The chance of a wandering monster encounter is 10%; check for an encounter once per hour the characters are in the dungeon. Also check for an encounter once per incident of loud noise (such as combat) that takes place in any of the open hallways or rooms of the dungeon. If the characters set up camp in the dungeon, check for encounters only once per hour if the PCs chose to camp in a high-traffic area (this includes camping in a Seeker barrack). If the PCs bother to fortify their campsite or select an out-of-the-way location, check for wandering encounters only three times during the rest period. If a creature is encountered and killed or otherwise defeated, make sure to mark that creature off from its encounter area.

Roll	Result	Source Area	EL
1–10	Serini Glistermane and Lorikar	33	13
11–25	2 Claws of Yeenoghu	68	11
26–60	4 Seeker guards	25 or 53	10
61–70	Aldest Arnaz or Nemill Korigant	35	10
71–80	3 slow shadows	—	10
81–90	1d2 tyrgs	30	7 or 8
91–100	Rel	49	5

23. Entrance to Eli's Realm (EL 13)

The stairs end at the northern end of a wide hallway that rounds a corner to the south. The air has a distinctly musty stink to it, and a rough cave opening mars the worked stone of the southernmost wall.

This area is the gateway to Eli Tomorast's realm. The stairs to the north lead upward, curving as they go, to area 12. The

spear trap and secret passage might be enough protection for some, but Eli prefers to leave nothing to chance and keeps a creature stationed here as a guardian.

The cavern to the south contains scraps, bones, and dung. There is nothing of use or interest here.

Creature: The small, narrow cavern to the south is the lair of a monstrously large tyrg (see Appendix 2), one that has been part of Eli's collection since he first discovered this complex. The tyrg spends most of its time lurking in the cavern, but the instant it detects intruders it explodes from the cave with a thunderous howl.

Huge Tyrg: CR 13; Huge magical beast; HD 20d10+120; hp 230; Init +6; Spd 50 ft.; AC 23, touch 10, flat-footed 21; Base Atk +20; Grp +39; Atk/Full Atk +29 melee (4d6+16/19–20); Space/Reach 15 ft./10 ft.; SA stunning howl (DC 26); SQ darkvision 60 ft., low-light vision, scent; SV Fort +18, Ref +14, Will +7; Str 33, Dex 15, Con 23, Int 2, Wis 12, Cha 10.

Skills: Hide +17, Jump +19, Listen +17, Move Silently +4, Spot +7.

Feats: Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Stealthy, Run.

Development: If the tyrg howls, the Seekers stationed in area 25 quickly mobilize to help the creature repel intruders.

24. Tapestry of the Lost City (EL 12)

A thick and very well made thirty-foot by ten-foot tapestry hangs on the southern wall. Depicted on a field of black are many strange beings in very unusual surroundings. A great city dominates the majority of the tapestry, with two huge, bronze, tuskless elephants positioned before its wide gate. The city itself seems lifeless. A single domed building with a cupola juts above the city's battlements. The sky above the city crackles with silver lightning. Two heads appear among the bolts. One is of a wolf-like visage, its fur black and thick and its eyes two silver pools of menacing thought. The second is a man, gaunt and intense in features, who looks down upon the city.

This massive tapestry was woven for Eli Tomorast many years ago by Arley, the ogre mage Seeker in area 14. The city depicted is the Lost City of the Elders, located in a dimension accessible only through the use of the *Dagger Obelisk*, which is currently guarded by Kerzit in area 105. This tapestry is Eli's personal device, and proclaims boldly both of his journey to the Lost City of the Elders and his alliance with Kerzit.

Trap: The tapestry is a valuable piece of treasure, and has been stolen before. Eli still displays it proudly, but now a terrible trap awaits anyone who would remove it. The wall behind the tapestry bears three *permanent symbols of death*; if the tapestry is removed, the symbols are exposed and immediately triggered. Eli himself is of course attuned to these symbols and cannot be harmed by them; in addition, all Seekers are attuned as well. If hard pressed, the Seekers in the area aren't above tearing down the tapestry to expose the symbols to intruders if a battle isn't going their way.

***Symbol of Death* (3):** CR 9; spell; spell trigger; automatic reset (after 10 minutes); spell effect (*symbol of death*, 17th-level caster, Fortitude DC 29 negates); Search DC 33; Disable Device DC 33.

Treasure: The tapestry radiates faint transmutation magic; this magic keeps it from becoming stained and automatically repairs it with a *mending* spell (CL 9) if it becomes frayed or damaged. The tapestry weighs 150 pounds, but is worth 2,500 gp.

25. Guard Room (EL 11)

This large room is decorated with numerous pieces of utilitarian furniture—bunks, tables, chairs, and crude footlockers. A few shabby carpets on the floor are the only concession toward comfort.

Creatures: This room is guarded by a group of six of Eli's Seekers; they lounge, play cards, clean weapons, and sleep in shifts here, but are always ready to react to intrusions. Lately, however, they've become a bit lax in their duty, and trust entirely in the tyrg in area 23 to alert them. The tyrg knows them and won't attack them, but the fighters are still a bit intimidated by the creature and tend to let it take the lead in any fights.

Seeker Guards, Human Ftr 6 (6): CR 6; Medium humanoid (human); HD 6d10+14; hp 47 each; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +6; Grp +9; Atk +11 melee (1d10+5/19–20, masterwork bastard sword) or +7 ranged (1d8+2, masterwork light crossbow); Full Atk +11/+6 melee (1d10+5/19–20, masterwork bastard sword) or +7/+2 ranged (1d8+2, masterwork light crossbow); AL NE; SV Fort +7, Ref +2, Will +3; Str 16, Dex 10, Con 14, Int 12, Wis 13, Cha 8.

Skills: Climb +12, Intimidate +8, Jump +6, Knowledge (religion) +5, Listen +3, Spot +3.

Feats: Alertness, Exotic Weapon Proficiency (bastard sword), Point Blank Shot, Rapid Reload (light crossbow), Weapon Focus (bastard sword), Weapon Focus (crossbow), Weapon Specialization (bastard sword), Weapon Specialization (crossbow).

Languages: Common, Gnoll.

Possessions: Masterwork bastard sword, masterwork light crossbow, 20 bolts, *+1 buckler*, *+1 chain mail*, *amulet of natural armor +1*, *2 potions of cure moderate wounds*, black surcoat with a blazon of a silver sun, 20 pp.

26. Cells of Silver Dreams (EL 14)

Silver paint covers the walls, floor, and ceiling of this large room. Ruined benches lie in heaps on the floor and against the walls, and to the south sits a large pile of moldering pillows. A thick layer of dust covers every surface.

This room was once used by the Cult of Silver Dreams to meet and discuss their latest dream explorations and visions. The speaker sat atop the pillows while the other cultists listened raptly from their seats on the benches. The leader of the cult lived in area 26a, which is now empty save for a similar stack of large pillows. The other members of the cult each dwelt in the cells to the east (the areas marked 26c).

While these rooms may look like a safe place to rest, this is only partially true. Characters who set up camp in any of these rooms are safe from wandering monsters as long as no one saw them enter the room and they don't make too much noise. Unfortunately, these rooms have become tainted by the presence of the Cult of Silver Dreams.

Any creature that sleeps in this room or any of the side rooms must make a successful Will saving throw (DC 15 + the sleeping creature's Charisma modifier; the more forceful one's personality, the more likely one's personality "activates" this taint). Success indicates that the character's dreams are troubled, but not enough to disturb his rest. Failure indicates that the character's dreaming mind contacts the ancient insane spirits of the long-dead cultists, and is catapulted into the Astral Plane. If more than one character is catapulted into the Astral Plane in this manner, they appear in the same place and can interact.

While in this state, the sleeping character cannot be awakened by any physical force. *Detect magic* reveals a strong aura of conjuration magic on the sleeping character, and *dispel magic* (against caster level 20) causes the character to awaken immediately. A dreaming character wanders the Astral Plane aimlessly for several hours with no control over his direction. The character cannot leave the Astral Plane except to return to his real body (and even then, cannot do so willingly); otherwise, treat the character as if he were under the effects of an *astral projection* spell.

Creatures: Unfortunately, the dreaming character's subconscious mind quickly draws the attention of what remains of the spirits of the cultists of the Silver Dream. These cultists have been transformed into devourers, and they first appear 2d6×10 feet away from the astral PC. The devourers close in to attack immediately. Each time a devourer is destroyed, that PC must make a new Will saving throw (DC as above); success indicates that the PC vanishes from the Astral Plane and wakes up in the real world. Any wounds suffered on the Astral Plane are carried over to the real world, and a character slain on the Astral Plane dies on the real world as well.

Make sure to study the rules for the Astral Plane (*Dungeon Master's Guide*, page 154). Remember that all spells and spell-like abilities used here may be employed as Quickened spells; the devourers make use of this liberally, but unless a PC makes a Knowledge (the planes) check (DC 25) or knows of it from earlier in his adventuring career, he won't necessarily know about this feature of the plane.

Devourers (3): hp 78 each; *Monster Manual* 58.

27 dead end

Although this appears to be a dead end, a secret door to the west can be found with a successful Search check (DC 30). If the PCs are following the map from area 38, they know the approximate location of the secret door and gain a +5 circumstance bonus on the Search check. The stairs beyond lead down to area 85.

28. unwholesome pool

A blackish, smoking, acrid-smelling, gurgling brew fills this twenty-foot-wide pool. The awful smell causes dizziness, accompanied by a burning sensation in the eyes, nose, and mouth. The floor to the south of the pool is stained and pitted.

This is a pool of concentrated acid under constant pressure from streams that pass deep beneath the region, nearly 800 feet down. The stuff deals 2d4 points of acid damage if splashed on a creature. A creature that falls into the pool takes 15d6 points of acid damage per round.

Once every 1d10 rounds, a great stinking bubble of fetid gas rises to the top of the pool and spatters acid upon everything in this area and the shaded area to the south. All creatures in these areas take 4d6 points of acid damage, or half on a successful Reflex save (DC 16).

29. tyrg kennels (el 11)

This room reeks of dung and rotted meat. Several large nests of hay, dirt, bones, and worse dominate the room, and additional bones lie in scattered heaps throughout the chamber.

Creatures: The Seekers currently have five trained tyrgs; the largest of these creatures lives alone in area 23, but the other four are kept here. The tyrgs get along fairly well, and have been trained to not attack those who wear Seeker uniforms. They are antagonistic to all other creatures. Area **29b** is used to keep untrained tyrgs, but it is currently empty.

Tyrgs (4): hp 76 each; Appendix 2.

30. tyrg training room

The floor of this musty-smelling room is covered by a thick layer of sand and dirt. Three mangled sparring dummies protrude from the ground in the center of the room. Several barrels, boxes, and even a large cage sit in the southeast corner, and numerous chains attached to iron rings protruding from the wall lie strewn about the ground. A large display rack on the south wall holds five exquisite whips.

This room is used to train young tyrgs to serve the Seekers as guardians. The process of training a tyrg is both expensive and time consuming, but the trainer, Serini Glistermane, has elevated the process nearly to an art. The majority of her tyrgs are trained here and then delivered to other Seeker strongholds. Serini trains only one tyrg at a time, and prefers to rear them from kittens rather than train full-grown tyrgs. Since there are currently no tyrgs in training, this room has been unused for many months.

Treasure: The five weapons on the south wall are all masterwork whips.

31. serini's quarters (el 13)

This comfortable-looking room contains a large writing desk and wooden chair, an ivory and brass washtub, a floor-to-ceiling armoire, and an exquisitely built canopied bed. A large mound of pillows sits next to the bed; the pillows are crushed flat and matted with orange, white, and black fur. Potted plants stand in the corners of the room, and the scent of the flowers and fruit dangling from their branches almost covers the cloying, musky stink of a large animal.

Creatures: These are the living quarters of Serini Glistermane, a Seeker who has a particular gift for training and raising tyrgs. Serini has always preferred the companionship of tyrgs, wolves, and tigers, and is never encountered without her tiger animal companion, Lorikar. If she hears the tyrg in area 23 howl, or if she hears combat nearby in the dungeon, she locks both doors and prepares to defend herself and her tiger, but does not go to aid the other Seekers or guards. Unlike most of the other Seekers, Serini is not herself evil. She merely appreciates the fact that Eli's Seekers pay her well and give her the chance to work with tyrgs in a relatively safe environment.

Serini Glistermane, Female Elf Rgr 13: CR 13; Medium humanoid (elf); HD 13d8–13; hp 47; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15; Base Atk +13; Grp +14; Atk +15 melee (1d4+1/19–20, masterwork dagger) or +13/+13/+13 ranged (1d8+3, +2 *bane vs. dwarves composite longbow* using Manyshot); Full Atk +15/+10/+5 melee (1d4+1/19–20, masterwork dagger) or +17/+17/+12/+7 ranged (1d8+3, +2 *bane vs. dwarves composite longbow*); SA archery combat style mastery, favored enemy (dwarves) +4, favored enemy (humans) +4, favored enemy (good outsiders) +2, spells; SQ animal companion, camouflage, evasion, swift tracker, wild empathy +17, woodland stride; AL CN; SV Fort +7, Ref +12, Will +5; Str 12, Dex 18, Con 8, Int 14, Wis 13, Cha 14.

Skills: Handle Animal +10, Hide +17, Knowledge (dungeoneering) +10, Knowledge (nature) +10, Listen +9, Move Silently +12, Search +10, Survival +9 (+11 in aboveground natural areas or underground).

Feats: Dodge, Endurance[B], Improved Critical (longbow), Improved Precise Shot[B], Manyshot[B], Mobility, Point Blank Shot, Rapid Shot[B], Shot on the Run, Track[B].

Languages: Common, Elven, Halfling, Sylvan.

Spells Prepared (2/1/1; save DC 11 + spell level): 1st—*longstrider, speak with animals*; 2nd—*wind wall*; 3rd—*cure moderate wounds*.

Possessions: *+2 bane vs. dwarves composite longbow* (Str +1), 40 arrows, masterwork dagger, *+1 light fortification studded leather, ring of protection +1, amulet of health +2, cloak of elvenkind, gauntlets of ogre power, quiver of Ehlonna*.

Lorikar, Tiger Animal Companion: hp 46, *Monster Manual* 281.

Development: If the PCs can take Serini alive, she can provide the PCs with a wealth of information about what's going on in the complex. She tries to paint the Seekers in as good a light as possible, and blames Eli Tomorast for all of their current wicked ways. Key pieces of information she can volunteer includes the locations of all the guardposts on the level and the *symbols of death* in area **24**.

Serini's helpful attitude doesn't last forever, though. Given the opportunity, she and Lorikar try to escape to the surface, at which point she flees into the Abbor-Alz Mountains to hide out for several months until she feels the whole situation in Maure Castle has blown over.

32. Hallway

The middle of this section of hallway is taken up by a pool of water. The surface is still and reflective; the pool itself looks to be only a couple feet deep at most.

When viewed from no more than a one-foot distance, a vision that can be seen by all those watching appears on the surface of this pool. The image takes the form of a purplish object, possibly a large rock or stone. It definitely appears to be oblong or ovoid in shape. All those who look upon this vision for more than one round acquire a directional "feeling." Following this urge requires a successful Wisdom check (DC 20). Success leads the character to area **57**, but does not reveal the secret door. Failure leads the character to some other location (preferably a dangerous one, like area **40** or **48**).

33. Special Guard Room (EL 12)

This large room is furnished with a pair of soft-looking beds, large tables with padded chairs, and thick woolly carpets.

Creatures: Two human men named Aldest Amaz and Nemill Korigant, commanders of Eli's band of Seekers, dwell within this chamber. The pair has worked for Eli for many years, and were among his minions on the original expedition. Today, Aldest and Nemill have become menacing fighters in their own right, and report only to Lyral Zandrill (area **52**) or Eli Tomorast himself.

Aldest Amaz and Nemill Korigant, Seeker Commanders, Male Human Ftr 10: CR 10; Medium humanoid (human); HD 10d10+20; hp 71, 65; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +10; Grp +13; Atk +17 melee (1d10+7/17–20, *+2 bastard sword*) or +12 ranged (1d8+3, *+1 light crossbow*); Full Atk +17/+12 melee (1d10+7/17–20, *+2 bastard sword*) or +10/+10/+5 ranged (1d8+3, *+1 light crossbow*); AL NE; SV Fort +9, Ref +3, Will +2; Str 16, Dex 10, Con 15, Int 12, Wis 8, Cha 13.

Skills: Climb +16, Intimidate +14, Jump +16, Knowledge (religion) +7, Listen +1, Spot +1.

Feats: Alertness, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Point Blank Shot, Rapid Reload (light crossbow), Rapid Shot, Weapon Focus (bastard sword), Weapon Focus (crossbow), Weapon Specialization (bastard sword), Weapon Specialization (crossbow).

Languages: Common, Gnoll.

Possessions: *+2 bastard sword, +1 light crossbow*, 20 bolts, *+1 heavy steel shield, +1 chain mail, amulet of natural armor +1*, 2 *potions of cure moderate wounds*, key to chest.

Treasure: The two fighters keep their wealth in a large chest, separated down the middle by a metal sheet. The chest is locked (Open Lock DC 30); inside is a total of 60 pp, 103 gp, 444 sp, and four rubies worth 1,000 gp each.

34. Room of Robes (EL 7)

This room is filled with racks of purple robes hanging from the ceiling and walls. As a result, it's difficult to determine the chamber's exact dimensions.

These robes are ancient remnants of the Cult of the Purple Stone, and were worn by acolytes when they cleaned and tended to the Purple Stone. The robes themselves are serviceable but unexceptional. A search of the room reveals only one thing of note—a massive bloodstain on the wall and floor to the southeast of the door.

Creature: When this complex was first sealed centuries ago, a female human member of the Cult of the Purple Stone named Ylarian managed to hold off insanity longer than any of the other cultists. For two days she cowered here, desperately trying to come up with a plan to escape, but none of her magic could help. Finally, she came to believe that the only way to escape was suicide, and so she used her magic to kill herself.

Unfortunately, her insanity and terror were too strong, and in death, her situation only grew worse—she transformed into a spectre. Now she haunts this room, unable to leave its boundaries. Eli found her body here on his first trip into the dungeon over three decades ago; his looting of her

bones and their removal for dire, unknowable rituals has only further driven Ylarian's spirit insane with rage.

Spectre: hp 45; *Monster Manual* 232.

35. Long Corridor (EL 10)

This long hallway is barren and unremarkable, save for four dead humanoid bodies that lie scattered on the floor about 20 feet in.

This long hallway is in fact an ancient and insidious trap constructed by the cultists of the Purple Stone. The four dead bodies in the hall are all adventurers who perished in the trap a mere 10 years ago.

Trap: Anyone who passes over the dotted line at area **35a** is immediately teleported to area **35b**. This teleportation effect occurs no matter what direction in which the victim is traveling when he crosses the line; therefore, anyone who attempts to walk out of the trap is simply teleported back to area **35b**. The only way to escape from this trap is to leave the hallway by some other route; teleporting out, tunneling out, and so on. Characters unable to escape in this manner eventually starve to death or die of thirst.

Teleportation Trap: CR 10; magic device; location trigger; automatic reset; spell effect (*teleportation circle*, 20th-level wizard, no save); Search DC 34; Disable Device DC 34.

Treasure: Eli decided to leave these four bodies alone, including their magic gear; he could tell none of it was particularly powerful and figured that their gear would make an excellent lure for intruding adventurers. Since he's never physically searched the bodies, he never discovered that one of the adventurers carried an old journal of his that led the group to the dungeon and allowed them to get this far with little difficulty.

In all, the bodies have the following treasure; a suit of full plate, a +1 *heavy steel shield*, two suits of masterwork studded leather armor, a masterwork buckler, a masterwork greatsword, a masterwork composite longbow (+4 Str), a masterwork rapier, a masterwork longsword, a +1 *shortbow*, a masterwork light crossbow, a dagger, an *amulet of natural armor* +1, *bracers of armor* +1, a *Heward's handy haversack*, a *potion of cure moderate wounds*, 52 pp, and 420 gp. Eli's journal is in the *Heward's handy haversack*. Written in Abyssal, the journal reveals how Eli discovered the *Tome of the Black Heart* in a curio shop in Greyhawk City, his desire to find a way into the deeper reaches of Maure Castle's dungeons, and his obsession with a bizarre demiplane known as the Lost City of Elders.

36. Occupied Room (EL 16)

This hexagonal room seems to be a combination of personal shrine and sleeping quarters. A simple bed, desk, and chair sit to the north, and to the east stands a low stone shrine covered with a complex altar cloth, a candelabra with thirteen black candles, and a small jade bowl with a black metal dagger balanced atop it. A reed kneeling mat sits on the floor before the altar, and hanging on the wall to the immediate south of the door it is a large, exquisite tapestry depicting a triple-headed flail. A low brazier smolders near the tapestry, delicate curls of greenish smoke drifting up from its glowing contents. A folding screen stands between the two sections of the room, and the entire place smells strongly of a strange, exotic incense that fails utterly to mask the stink of rotting meat.

Once upon a time, Tomorast's apprentice "Lord" Hubehn dwelled in this chamber. The wizard served as Tomorast's right-hand man, directing the lower guards in Eli's absence. Hubehn was slain 25 years ago, along with Eli. But unlike Eli, no one's bothered to resurrect poor Hubehn, whose ghost now haunts the secret passageways that surround this area. In his absence, Eli allows Yug-Anark, the gnoll cleric who resurrected him, to dwell here.

The secret door in the south wall is particularly difficult to find. Not only is it hidden behind the tapestry (Eli placed the tapestry here to help hide the door from Yug-Anark), but it also requires a successful Search check (DC 30) to locate. Yug-Anark has not yet found this secret door, and as a result has no idea that Hubehn's ghost lurks only a few dozen feet from her shrine and bed.

A successful Knowledge (religion) or Knowledge (the planes) check (DC 15) identifies the tapestry and altar as being dedicated to the worship of Yeenoghu, Demon Prince of Gnolls.

Creature: Yug-Anark is not a member of the Seekers, and her reasons for resurrecting Eli Tomorast are hidden and sinister. At the time Eli was slain 25 years ago, Yug-Anark dwelt many miles away in the Cairn Hills, enjoying a life as a local soothsayer and shaman for several gnoll tribes. All this changed when she was granted a powerful, compelling vision of Yeenoghu standing above a ruined castle, glorious and terrible, at the head of an army of gnolls and undead. At the head of this army stood a strange human with demonic arms, and at his side stood Yug-Anark herself. For many months, Yug-Anark was tormented by the vision, and she eventually abandoned her home and began to wander the Cairn Hills looking for answers. She found them several years later after she stumbled upon the ruins of Maure Castle and recognized it as the castle from her vision. Alas, she could not find a way into the ruins. She did, however, find Rel, Eli Tomorast's one-time familiar.

Rel had survived Eli's death, and managed to steal away with his master's tongue. For the next several years, Rel kept Eli's tongue in a jar of brine, hoping one day to find someone who would be willing to restore his master to life. He found this ally in Yug-Anark. When Rel described his master's appearance to the gnoll cleric, she knew that bringing this

man back to life was undoubtedly the next step to seeing her vision come to life. But she could not yet wield the power required to work such magic.

So for the next several years, she and Rel wandered the Cairn Hills and the Abbor-Alz uplands, gathering power and magic until she was finally able to cast *resurrection* to restore Eli to life. Eli was grateful for the favor, but rightfully suspicious of her motives. Yug-Anark simply told him that Yeenoghu directed her to bring him back so he could finish what he started; this was good enough for Eli. He allowed her to join forces with him, and it is largely due to her assistance that he was able to rebuild his band of Seekers and re-establish himself in Maure Castle's dungeons. Eli, of course, knows that without Yug-Anark he would be nowhere, and as such he allows her free reign in the dungeon. Yug-Anark has quietly bided her time, slowly building a loyal troupe of minions (mostly gnolls and shoosuvas on the level below) and waiting for the last stage of her vision to be made reality.

Yug-Anark is an imposing sight. She stands nearly eight feet tall and her eyes are a sinister feral red. As a devotee of Yeenoghu, her robes and fur is foul with dried blood and bits of flesh (the primary source of the rotting meat smell).

Yug-Anark, Female Gnoll Clr15—Yeenoghu: CR 16; Medium humanoid (gnoll); HD 17d8+68; hp 151; Init +1; Spd 20 ft.; AC 26, touch 11, flat-footed 25; Base Atk +12; Grp +16; Atk +19 melee (1d8+7, *rod of flailing*); Full Atk +17/+12 melee (1d8+7, *rod of flailing*) and +17/+12 (1d8+5, *rod of flailing*); SA spells, rebuke/command undead; SQ darkvision 60 ft.; AL CE; SV Fort +16, Ref +6, Will +15; Str 18, Dex 13, Con 19, Int 8, Wis 22, Cha 8.

Skills: Concentration +9, Knowledge (religion) +5, Listen +12.

Feats: Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Improved Two-Weapon Fighting, Exotic Weapon Proficiency (dire flail), Two-Weapon Fighting.

Languages: Common, Abyssal, Gnoll.

Spells Prepared (6/7+1/7+1/6+1/5+1/5+1/4+1/2+1/1+1, save DC = 16 + spell level): 0—*create water, detect magic, guidance, mending, read magic, resistance*; 1st—*bane, command, cure light wounds* (3), *divine favor, protection from law*C*, sanctuary*; 2nd—*align weapon, bull's strength**, *cure moderate wounds* (2), *hold person, lesser restoration, shatter, spiritual weapon*; 3rd—*bestow curse, cure serious wounds, deeper darkness, greater magic fang**, *protection from energy, speak with dead, wind wall*; 4th—*air walk, chaos hammer*C**, *cure critical wounds, divination, divine power, sending*; 5th—*charm monster**, *dispel law*C*, *flame strike, righteous might, slay living, true seeing*; 6th—*blade barrier, greater dispel magic, heal, hold monster**, *word of recall* (to area 101); 7th—*resurrection, whirlwind of teeth**, *word of chaos*C*; 8th—*cloak of chaos*C**, *summon monster VIII*C*.

*Domain Spell. *Domains*: Chaos (cast chaos spells at +1 caster level), Bestial (gains scent extraordinary ability).

C=Chaotic spell.

Possessions: *+2 animated heavy steel shield, +2 full plate, rod of flailing, periapt of wisdom +4, amulet of health +4, pearl of power* (3rd level), *wand of cure moderate wounds* (21 charges left), two *potions of barkskin +3*, unholy symbol, blood-stained robes, gold ring with a hyena face with tiny ruby eyes (worth 2,500 gp), two vials of holy water, two pouches filled with diamonds (each pouch contains 10,000 gp in diamonds), key to door at area 45.

Tactics: Yug-Anark isn't cowardly, but neither does she enjoy fighting on the defensive. If the PCs manage to surprise her here, she only fights for a couple of rounds, using *word of chaos* on the first round to test the strength of the party and activating her *rod of flailing's* power to grant a +4 deflection bonus to her AC and a +4 resistance bonus on her saving throws. If they mostly succumb to the effects, she'll stick around to finish the job by casting *righteous might* and *divine power*

and then use her melee attacks to crush the PCs. If they make it through the *word of chaos*, or if they can't be taken down after two or three rounds of combat, Yug-Anark uses *word of recall* to flee to area 101. One thing she avoids doing, if at all possible, is using her more destructive spells (like *flame strike* or *blade barrier*) in this room; she doesn't want to ruin her belongings!

Trap: Both the tapestry and the altar have been trapped by Yug-Anark. If either object is touched by a non-evil creature, the *greater glyph of warding* immediately activates.

Greater Glyph of Warding (Spell) (2): CR 7; spell; spell trigger; no reset; spell effect (*greater glyph of warding* (spell), 15th-level cleric, *slay living*, DC 21 Fortitude save partial); Search DC 31; Disable Device DC 31.

Treasure: Yug-Anark carries the majority of her valuables and treasure on her person, but a few objects in this room are valuable as well. The candelabra on the altar is made of silver and is worth 240 gp. The jade bowl is fairly plain and worth only 100 gp, but the dagger is in fact an adamantine dagger and is worth 3,002 gp. A tiny drawer at the base of the brazier contains eleven cubes of rare incense worth 50 gp per cube. Finally, the tapestry of the triple-headed flail is exquisitely crafted, and is worth 2,000 gp.

37 Storage Room

This rough-hewn place is narrow and cramped. Several crates, boxes, and casks, each covered with a thick layer of dust, clutter the passageway. A seven-foot-wide pit opens in the middle of the floor at the end of the passageway.

The containers are filled with dried foodstuffs (meat, flower, dried fruit, salt, etc.) and a few casks of alcohol that has turned bad. The pit itself descends only 5 feet before opening into a narrow tunnel that leads west to area 38. This passageway passes under the hallway that connects area 36 to the rest of the complex. The tunnel itself is barely over 4 feet high, and creatures larger than Small size must squeeze to fit through the tunnel.

38. Haunted Room

This narrow cavern is empty save for a pair of large chests against the east and west walls at the far end of the room. A seven-foot-wide pit sits in the floor to the north, and to the far south lies a crumpled, long-dead humanoid body.

The pit descends 5 feet down to a low tunnel that connects to area 37. This hidden cavern was used 25 years ago by Eli's apprentice, a human man named Hubehn, to store a secret stash of treasure and loot. Eli paid little attention to Hubehn when he was alive, and never found out about this stash. Nor does Eli know that Hubehn's ghost remains here, haunting the site of his death.

Creature: A powerful wizard in his own right, Hubehn had long since grown resentful of his master, who never included him in his more important decisions or discoveries. When Mordenkainen and Bigby invaded the dungeon 25 years ago, they caught Hubehn off guard in area 36. The resulting battle was short and fierce, but when Mordenkainen hit Hubehn with a *Melf's acid arrow*, Hubehn panicked and *dimension doored* to this room to escape. Unfortunately, he was unable to do anything about the searing pain of the acid as it continued to burn through his throat and torso. The pain was excruciating, and all Hubehn could hope for was for it to end before it killed him. Desperate, he used a dose of his *dust of dullness*, hoping to deaden his sense of touch. The *dust* instead blinded him. Now in a panic, he stumbled around the cavern and tripped over one of the large chests of treasure; a chest that he himself had protected with a particularly deadly arrow trap. Ironically, the damage from the *acid arrow* wouldn't have killed him, but it did damage him enough so that the arrows shot from the trapped chest killed him instantly.

Yet Hubehn's ignominious death was not the end of his torment. Fueled by his anger at Tomorast for excluding him, his shame at being so soundly defeated by Mordenkainen and Bigby, and the searing pain and blindness of his last few moments of life, Hubehn became a ghost. For the past 25 years, his tormented spirit has haunted this cavern, blind and in constant pain yet unable to extend its rage and hatred beyond the cramped and tiny confines of this room. None have ventured into this space since his death, and any who stumble into this room are immediately set upon by the enraged and insane ghost.

Hubehn, Male Human Ghost Wiz8: CR 10; Medium undead (incorporeal); HD 8d12+3; hp 55; Init +2; Spd fly 30 ft. (perfect); AC 14, touch 13, flat-footed 12; Base Atk +4; Grp +4; Atk/Full Atk +5 melee (1d4+1, +1 *dagger*) or incorporeal touch +4 (dullness); SA frightful moan, horrific appearance, manifestation, touch of dullness, spells; SQ rejuvenation, turn resistance +4; AL CE; SV Fort +3, Ref +5, Will +9; Str 10, Dex 14, Con —, Int 18, Wis 14, Cha 13.

Frightful Moan (Su): As a standard action, Hubehn can use his frightful moan. All living creatures in a 30-foot spread must succeed on a Will save (DC 15) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Hubehn's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views Hubehn's blinded, acid-mulched visage must succeed on a Fortitude save (DC 15) or take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Touch of Dullness (Su): A living creature touched by Hubehn must make a Fortitude save (DC 15) or suffer the effects of *dust of dullness* (see Appendix 2).

Rejuvenation (Su): Hubehn can be permanently put to rest only if his ghost is presented with Eli Tomorast's dead body;

such a sight allows the tormented apprentice to finally let go of his unlife and move on to what awaits him beyond.

Skills: Concentration +13, Decipher Script +15, Knowledge (arcana) +15, Knowledge (architecture and engineering) +5, Knowledge (history) +15, Knowledge (the planes) +15, Spellcraft +17.

Feats: Combat Casting, Craft Wondrous Item, Empower Spell, Scribe Scroll, Spell Penetration, Toughness.

Languages: Common, Abyssal, Draconic, Gnoll.

Spells Prepared (4/5/4/4/3, save DC = 13 + spell level): 0—*flare* (2), *mage hand* (2); 1st—*hold portal, identify, magic missile, ray of enfeeblement, shocking grasp*; 2nd—*blindness/deafness, invisibility, shatter, web*; 3rd—*haste, hold person, slow* (2); 4th—*confusion, dimension door, phantasmal killer*.

Possessions: *+1 dagger, bracers of armor +2, bag of holding type II*, scroll of *comprehend languages*, scroll of *Rary's mnemonic enhancer*, scroll of *slow*, three doses of *dust of dullness*, spellbook (contains only those spells he has prepared).

Tactics: Hubehn is only partially bound to this cavern. Once he attacks a creature, he pursues his prey relentlessly until he is either destroyed, his enemies are slain, or he moves further than 720 feet from this room, at which time he uses *dimension door* to return to this chamber.

In combat, Hubehn starts with his frightful moan attack, and then moves on to using his spells, starting with *web* and *slow* to keep his enemies from escaping before moving on to spells like *phantasmal killer* and *hold person*.

Trap: What was once a simple arrow trap between the two chests has been affected by Hubehn's transformation into a ghost; the trap itself has become haunted by his rage and shame. Once triggered by a tripwire between the two chests, the trap is now triggered by simply approaching within 5 feet of either chest. At this time, a volley of ghostly arrows fires from the chest, attacking all creatures within 5 feet.

Haunted Poison Arrow Trap: CR 10; magic device; proximity trigger (5-foot radius of either chest); automatic reset; Atk +12 ranged touch (1d8 plus poison); poison (DC 20 Fortitude save resists, 1d6/2d6 Con); multiple targets (fires one arrow at all creatures within 5 feet); Search DC 30; Disable Device 30.

Treasure: The western chest is empty and unlocked. The eastern chest is locked (Open Lock DC 40), and contains 1,652 sp, 1,075 gp, and a map of the northeastern section of this level between this area and area 27. The stairs leading down are shown on the map, but the secret door is not.

39. Disposal Room (EL 11)

A single large statue stands in the center of this otherwise barren chamber. The statue is made of some sort of dark green stone, possibly marble, and depicts a massive, roughly humanoid toad with arms in place of forelegs. It has a wide mouth filled with rows of blunt teeth and long spines run down the length of its back.

Creature: Experienced adventures should be suspicious of this lonely statue of a hulking hezrou, and with cause. It's actually a stone golem created relatively recently by Eli Tomorast to aid with the disposal of garbage. When the Seekers need to dispose of waste, they simply haul the load of trash, refuse, bodies, and whatever else needs disposal to this room and leave. The stone golem then gathers up everything in the room and carries it north into area 40 and tosses it all into the fire pit.

Unfortunately for the PCs, the golem's programming means that it tries to toss anything not wearing a Seeker uniform into the pit, alive or not.

Stone Golem: hp 138; *Monster Manual* 44.

Tactics: The stone golem tries to grapple the nearest PC who isn't wearing Seeker garb. This provokes attacks of opportunity as normal, but if the golem manages to get a hold on a PC it immediately moves north with the PC to dump him into the fire pit in area 40. On the round the golem opens the door to this room, its grapple check suffers a –20 penalty since it must use only one hand to grapple the PC while the other opens the door. It can drop someone into the fire pit as a free action once its reach extends into a fire pit square. A dropped character can cling to the golem once dropped only by making a successful grapple check, otherwise he takes damage as detailed in area 40.

40. Chamber of Fumes

The air in this hallway ripples and roils with heat. The northern section of the hallway glows with an angry orange light; the floor has fallen away to reveal a raging pit of fire twenty feet down. Smoke rises from the pit to gather near the ceiling in a thick cloud.

This hallway was once a terrible pit trap created by Eli. Originally, he'd rebuild the trap's false floor after it was sprung. Since his return to the dungeon, however, he hasn't bothered rebuilding the trap. The fire in the pit is magic, and inflicts 14d6 points of fire damage per round to any creature or object that is placed in the pit. The walls of the pit are treacherously smooth, and require a successful Climb check (DC 25) to navigate; remember that anyone who takes damage (including fire damage from the pit itself) while climbing must make a second Climb check (DC 25) to avoid falling. The flames burn without fuel, and beyond the confines of the pit itself the air is uncomfortably hot but not hot enough to cause damage. Likewise, smoke generated by the flames pools near the ceiling, but never increases to a point where it obscures vision in the room. The flames can be destroyed with effects like *Mordenkainen's disjunction*, or suppressed for 1d4 rounds by *dispel magic*. The flames function at caster level 14.

41. Round Chamber (EL 13)

The southern door into this chamber is locked with an amazing lock and an *arcane lock* spell cast at caster level 17 (Open Lock DC 50).

This circular room is laden with many objects; the furnishings are luxurious and plush. The floor is carpeted in black, and numerous candelabras and bowl lamps burn in niches on the walls. An oaken table carved with spiraling columns for legs, a chair, a divan of cherrywood and black velvet, and a bookstand with a large book on it furnish the room, along with a curved mantel hung on the northeast wall. The mantel is decorated with numerous miniature carvings, and a massive exotic rug hangs on the west wall. The only thing that mars the opulent beauty of the room is the ceiling twenty feet above; once inlaid with hundreds of sunstones, the ceiling is now little more than a gouged and chiseled mess with only a small fraction of gemstones remaining untouched. Positioned five feet above the floor on the northern wall is a two-foot-round rough-hewn tunnel.

Many years ago, Eli Tomorast used this chamber as his personal quarters. Since his return to the dungeons, he has only spent a small amount of time here; he now spends most of his time down in the Statuary, studying books and relics found there.

When Mordenkainen and his allies invaded the dungeon, they encountered Eli in this chamber and a terrific battle ensued. Eli was forced to flee to the chapel downstairs (area 94) to recover, and the victors looted much of the wealth and magic Tomorast kept here. After they later confronted and finally killed him, the adventurers returned here to finish looting the place. Yrag, in particular, took many hours to pry out the majority of the sunstones set into the ceiling. Other developments called the adventurers away from the dungeons before they could finish looting everything, and for many years the room lay unoccupied.

Eli Tomorast was enraged (but unsurprised) to find his personal quarters ransacked, and for several weeks after his return to the dungeon he was obsessed with tracking down and retrieving many of his old trophies and belongings; Mordenkainen and the others sold these to various merchants in Greyhawk city, and most of them still remained in the hands of collectors in the region and were fairly easy for Eli to track down with numerous *locate object* spells.

Creatures: Although Eli only rarely stays in this room now, he does keep many of his more sentimental personal belongings here. As a result, he didn't want to leave the place unguarded.

The rug that hangs on the wall appears to be made of fine rich silks. The carpet measures 20 feet by 30 feet in size. The sides of the rug are frill-like. Depicted on its surface is an alien wilderness comprised of trees of a many-hued and rooted nature, with multi-headed animals and gaudily plumed saw-tooth birds among their crooked, dun branches. Double suns, one red and the other white, can be seen rising, shedding their opulent, mingling hues upon a twisted, purplish river, which flows through greenish-yellow plants set along its banks. In the distance is a grandiose city, a miniature in perspective, but the distance to it seems endless, suggesting that the artist's depth is distorted or that the city is gargantuan in size. In fact, the rug is actually a deadly construct known to Tomorast as "the Accursed Carpet." The rug animates and attacks if touched by someone other than Eli Tomorast. When the rug animates, the frill-like edges of the carpet grow one-foot-wide mouths with many teeth that seem especially made for severing and chewing.

The Accursed Carpet: CR 12; Colossal construct; HD 32d10+80; hp 256; Init –3; Spd 10 ft., fly 5 ft. (clumsy); AC 11, touch –1, flat-footed 11; Base Atk +24; Grp +49; Atk +25 melee (4d6+9, slam); Full Atk +25 melee (4d6+9, slam) and +20 melee (1d6+4, 12 bites); SA blind, constrict; SQ construct traits, damage reduction 15/slashing, darkvision 60 ft., low-light vision, spell resistance 26; SV Fort +10, Ref +7, Will +5; Str 28, Dex 4, Con —, Int —, Wis 1, Cha 1.

Treasure: The oaken table contains numerous quills, pen knives, ink, wine, and various rare spell components; the entire collection is worth 800 gp. Also kept here is one of Eli Tomorast's journals; a large and weighty tome focused primarily on Eli's adventures in the Lost City of the Elders and the Forgotten Temple of Tharizdun. The journal also contains hints to the nature of the eight pointed star found in area 1.

Several of the pieces of furniture here are valuable. The chair's legs are made of satinwood, the seat of teakwood, and the rest of rosewood. The faces of wolves and octopus tentacles are inlaid in sablewood. It is worth 1,000 gp, but weighs 40 pounds. The divan is worth 400 gp, but weighs 120 pounds.

The book on the bookstand is an atlas of Oerth that focuses on the geography of Greyhawk's continent, the Flanaess. Consultation of this book (requiring a minute of reading) grants a +2 circumstance bonus on Knowledge (geography) checks. Some of the areas in the book are marked with an "X", including Rauxes, the capital of the Great Kingdom. An explanation for these markings is not indicated. The book is worth 1,000 gp.

Finally, the objects on the curved mantle consist of 3-in. by 6-in. coral carvings of items from the Great Hall (the pool of hetfish, the pillars, the viewing stands, the iron golem, the fighter and wizard statues, and a carving of Arley the Weaver); each of the six figurines is worth 400 gp.

42. peek holes

This area consists of a narrow network of tunnels that lead to tiny peek holes that allow someone inside the tunnel to look out and spy on activity in the nearby hallways. Tomorast's familiar Rel once used these to spy on the corridors, but he now spends most of his time lurking in area 43. From the outer hall, the peek holes are cleverly disguised, and are noticed in passing only with a successful Spot check (DC 30).

43. Study and Work Area (EL 5)

This cramped room is cluttered with storage containers; two copper urns, a small box, four large barrels, and four coffers are scattered throughout the chamber. A single desk and wooden chair sits against the east wall; numerous objects clutter the top of the desk, including quill pens, bottles of ink, jars of powder, empty scroll tubes, and many sheets of paper and parchment. To the west is a small cot, sized perhaps for a two-foot-tall humanoid. To the south, a two-foot-wide rough-hewn tunnel opens five feet above the floor.

Tomorast once used this room to store food, treasure, and other materials and as a study. He also set up the cot as a place for his familiar Rel to retreat to for rest.

The majority of the containers here contain little of value. The small box and the four coffers once contained treasure (including some cursed items), but they are now empty. The barrels contain dried fruit, salted meat, pickled vegetables, and water, all of which has turned foul over the years. Only the copper urn closest to the door contains anything of interest. This copper urn contains about 20 pounds of black, sweet-smelling powder. A note written in Common is attached to the lid: "DO NOT EAT THIS!"

This black powder is in fact drugged incense. Anyone who breathes the fumes rising from the incense must make a successful Fortitude save (DC 15) or fall into a deep, dream-haunted coma for 1d3 hours (or until wakened). Surprisingly, when the incense is burnt and smelled, no ill side effects occur.

If someone ignores the warning and eats some of the incense, the taster finds it to be quite delicious, but also quite dangerous. He must immediately make a Fortitude saving throw (DC 18). Success indicates that he becomes euphoric and intoxicated. The character immediately suffers 1d6 points of Wisdom damage. Additionally, each time he attempts a standard action, there's a flat 50% chance he becomes distracted and fails to take the action.

Failure indicates that instead the victim immediately falls into a coma as his Wisdom score is reduced to 0. This coma persists for 24 hours, at which time the victim must make a successful Fortitude save (DC 18) or perish. Success indicates that the victim awakens with 1 point of Wisdom and suffers as if he had made the initial saving throw, as detailed in the paragraph above.

The effects of this drug persist as long as the victim suffers Wisdom damage. Any effect that restores the afflicted character's Wisdom to its normal value ends the euphoric effects as well. *Neutralize poison* removes the euphoric effect and wakens those in a coma, but does not heal any Wisdom damage.

Creature: Although Tomorast spends all of his time on the Statuary level now, he has asked Rel to remain here to serve as his eye and ears. Rel takes this charge very seriously, and spends most of his waking hours flitting from peek hole to peek hole, keeping an eye on things. Once or twice a day, he uses his *pendant of invisibility* and patrols the dungeon complex entirely, listening in on conversations between Seekers and looking for signs of trouble.

As a result, there's only a 25% chance that Rel is here when the PCs arrive. If he's not present, he's either in area **42b** (75%) or patrolling the dungeon (25%).

Rel is a unique creature from a distant realm Eli visited many, many years ago. He looks like a 2-foot-tall cyclopean dwarf with an umber tint to his skin.

Rel, Unique Familiar: CR —; Tiny outsider (chaotic, extraplanar, evil); HD effectively 17; hp 77; Init +3; Spd 20 ft., burrow 10 ft. (5 ft. through stone); AC 24 (+2 size, +3 Dex, +5 armor, +2 shield, +2 natural), touch 15, flat-footed 21; Base Atk +8; Grp –1; Atk/Full Atk +14 melee (1d3/×4, +1 *Tiny heavy pick*); SA +1d6 sneak attack, deliver touch spells; SQ damage reduction 5/adamantine or good, darkvision 60 ft., empathic link, fast healing 2, immunity to poison, improved evasion, resistance to electricity 10, share spells, spell resistance 22; AL CE; SV Fort +5, Ref +8, Will +10; Str 8, Dex 17, Con 10, Int 10, Wis 10, Cha 10.

Skills: Bluff +8, Concentration +20, Craft (alchemy) +12, Decipher Script +16, Diplomacy +2, Disguise +0 (+2 acting), Hide +20, Intimidate +2, Knowledge (arcana) +20, Knowledge (architecture and engineering) +15, Knowledge (dungeoneering) +12, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (the planes) +16, Listen +8, Move Silently +12, Search +8 (+10 secret doors), Spellcraft +15, Spot +8.

Feats: Stealthy, Weapon Finesse.

Possessions: +2 *chain shirt*, +1 *Tiny heavy pick*, Tiny heavy shield, *pendant of invisibility*.

Tactics: Rel avoids combat, preferring to use his magic and size to escape pursuit. If he manages to escape, he doubles back and follows the PCs as silently as he can to gather information about them before reporting to Tomorast.

Ad-Hoc Experience Award: Since Rel is Eli Tomorast's familiar, the PCs gain no experience for defeating him in combat; he is part of Eli's CR and XP award.

44. Weapons Practice Area (EL varies)

This cavernous room houses many fighting props, large stones, straw and wooden dummies dressed in ragged leather jerkins, copper and brass urns, two small tables, three stools, two chairs, four bullseye targets, boxes of rocks, empty chests, and several weapon racks. It appears to be a place where fighters might work to improve their skills. The eastern wall has obviously been blasted by magic a number of times, as the holes and singe marks silently attest. Some bloodstains mar the floor and equipment here and there as well.

This chamber is used by the Seekers to practice fighting, dungeon exploration, and magic. The large number of props and pieces of equipment found here allow the Seekers great flexibility in staging mock battles, competitions, or demonstrations as needed.

The weapons kept on the racks in this room are all of standard quality. In all, there are 24 bastard swords, 17 light crossbows, 22 bucklers, 12 suits of chain mail, and 158 crossbow bolts in this room.

Creatures: If the PCs have managed to penetrate this far into the dungeon without alerting the Seekers to their presence, they'll find 2d4 Seeker fighters practicing their moves. Otherwise, the room is empty of inhabitants.

Seeker Guards (2d4): hp 47 each; see area 25.

Tactics: Any Seekers caught here do their best to use the props and supplies as cover while they assault the PCs with crossbows from afar. If forced into melee, the Seekers try to hold the PCs off while at least a few of their number can retreat to use their crossbows.

45. Heavy Door

The door that provides access to this stairwell is kept locked with an amazing lock (Open Lock DC 40). Yug-Anark carries a key to this door, but the Seekers do not; their preferred entrance to the lower level is via the stairs south of area 41 or the secret stairs at area 27. These stairs lead down to area 58 of Kerzit's Fane.

46. Barracks (EL varies)

This room is lined with serviceable bunks, each with a matching footlocker and nightstand. Several tables and chairs sit in the middle of the room between the rows of bunks.

Creatures: This room is the primary barracks for the mercenaries employed by the Seekers. There are twelve bunks in all, but normally there are only 2d4 Seeker guards here at a time. If the alarm has been raised, there are no guards here, since all available Seeker guards are put on patrol in such an event.

Seeker Guards (2d4): hp 47 each; see area 25.

47 Old Prison Room

Both of the iron doors to this circular chamber are unlocked, but they are rusted into place and cannot be opened easily.

Rusted Iron Doors: 2 in. thick; Hardness 10; hp 20; Break DC 22.

The walls of this circular room are lined with manacles. Long-dead skeletal remains of three humans lie in jumbled heaps below three of the rusted manacles. Something is scratched into the wall near the northernmost manacles.

The graffiti scratched into the wall was placed there by a cultist who came to his senses and tried to escape the Cult of the Long Shadow. He was imprisoned here only a day before the Purple Stone tried to dominate the Maures. He was able to resist the Purple Stone's rage long enough to scratch the following into the wall with the edge of his manacles:

"Lendor save them all...they know not what they anger...Tanilar Kreel, 5249 SD"

48. Chamber of Black Smoke

This area's dimensions cannot be easily ascertained, for it is enveloped in a thick fog of black smoke. Disturbingly, the smoke does not extend beyond the room's perimeter, as if an invisible force constrained it within.

This large room was once the shrine of the Cult of the Long Shadow. When the Purple Stone went mad 853 years ago, the cultists of the Long Shadow retreated to this room and offered themselves in sacrifice to their ideals. As a result, the Long Shadow enveloped this chamber with the stuff of Shadow and placed three guardians to protect the site.

The shadowy smoke in this room is dense and thick, although strangely without scent or flavor. Although those who breathe the smoke find it heavy upon the lungs, doing so has no lasting physical effect. The smoke obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The presence of the Long Shadow's taint prevents wind from dispersing the smoke; attempts to do so simply cause the smoke to billow and roil but do not increase visibility.

Creatures: Although the Long Shadow has lost interest in this chamber and the long-dead cultists, the three slow shadows (see Appendix 2) it sent here to guard the chamber still live. The creatures have grown quite large and dangerous

over the past decades of basking in the shadowstuff smoke, and are much larger and deadlier than most slow shadows. Their blindsight allows them to notice anyone entering this room; they move to attack intruders immediately but do not pursue them beyond the confines of this room unless attacked at range, in which case they seek cover around the corner in the northern section of the room.

Advanced Slow Shadows (3): CR 12; Large outsider (chaotic, cold, evil incorporeal); HD 22+88; hp 187 each; Init +9; Spd fly 30 ft. (perfect); AC 21, touch 21, flat-footed 15; Base Atk +22; Grp +26; Atk/Full Atk +28 melee (2d6 negative energy plus 1d8 cold, incorporeal touch); SA attach, create spawn, slow (DC 27); SQ amorphous, blindsight 120 ft., immune to cold, immune to electricity, immune to mind-affecting attacks, incorporeal traits, negative energy affinity, vulnerable to fire, vulnerable to *haste*; AL CE; SV Fort +17, Ref +19, Will +17; Str —, Dex 22, Con 18, Int 5, Wis 15, Cha 23.

Skills: Hide +31, Listen +27, Search +22, Spot +27, Tumble +31.

Feats: Ability Focus (slow), Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Stealthy, Weapon Focus (incorporeal touch).

49. Abandoned Room (EL 9)

This dusty circular chamber has two doors; one to the north and one to the west. The room itself is empty save for a single large chest sitting in approximately the center of the room.

Trap: The chest is empty, but the 5-foot radius around it consists of a large pressure plate inlaid in the floor. When this plate is stepped upon, poison gas quickly seeps up from the sides of the chest. The gas is generated by a small reservoir of acid that pours onto a small pile of petals from the rare and toxic swamp lotus (a flower Tomorast found in the Lost City of the Elders). There's enough acid and flower petals left in the depths of the trap to trigger three more times before Tomorast must refuel it. If a character disarms the trap with a Disable Device check that exceeds the required roll by 10 or more, he is able to extract the swamp lotus petals intact.

Poison Gas Trap: CR 9; mechanical; location trigger; automatic reset (after 3 hours, up to 3 times); gas; never miss; onset delay (1 round); poison (swamp lotus fumes, DC 18 Fortitude save resists, unconsciousness/2d6 Con); multiple targets (all targets in this room); Search DC 28; Disable Device 28.

Treasure: The three petals of the swamp lotus found in the trap are dark purple with red veins, and are quite deadly. When any amount of acid is poured on a single petal, it creates a cloud of poison gas to a radius of 10 feet. The gas persists for only one round before dissipating. If ingested, a swamp lotus petal has the same effect as if its burning vapors are inhaled, but the Fortitude save DC rises to 22. Each petal is worth 4,000 gp to an apothecary.

50. The Shadow Vault (EL 16)

This entire room is dark gray, and the walls and ceiling seem almost to loom with an oddly latent malignancy. A strange ten-foot-wide circle of shadows pulses softly on the floor in the center of the room. The ceiling vaults high overhead, reaching a pinnacle nearly sixty feet above.

This room is where the cultists of Long Shadows hid their wealth, hoping to someday amass enough wealth to entice the Long Shadow itself to absorb the cultists into its realm and transform them all into shades. Unfortunately, things fell apart before the cultists managed to gather enough treasure to do so, and since then it has remained hidden in a magical vault of shadow in this room, unsuspected by anyone living, Tomorast and Mordenkainen included.

Finding this treasure is no simple task, and it is unlikely that the PCs can accomplish it without first researching the Cult of Long Shadows or casting spells like *divination* or *commune* to find out where to start. It's easiest to think of the Vault of Long Shadows as a vast combination safe, but instead of turning tumblers to open the door, one must cast certain spells of the subschool of shadow, and in the proper order, while standing on the circle at the room's center. These spells need not be cast by the same spellcaster, and they can even be the results of a spell-like ability or magic item activation. The spells must be cast in sequence, one per round, for the vault to open. Complicating matters is the fact that each such spell cast here is warped and twisted to bring pain and agony upon those in the room. The cultists of Long Shadows had various protective measures and immunities that allowed them to ignore these side effects, but with their destruction the secrets of these protections have vanished as well. If the sequence of spells is disrupted, the Vault enters a lock-down mode and cannot be opened at all for 24 hours. After this time passes, the four sequenced spells can again function to open it.

The four spells that must be cast, their proper order, and the altered effects of casting these spells in this room are given below.

Round	Spell Sequence	Altered Effect
1	*Shadow conjuration*	A: Calls four slow shadows into the room
2	*Project image*	B: Creates a duplicate of the caster
3	*Shadow walk*	C: Calls a nightwing into the room
4	*Shadow evocation*	D: Blasts the room with negative energy

A: The four slow shadows immediately attack the party, and focus their attacks on the caster.

B: The duplicate created functions as if the caster had looked into a *mirror of opposition* (*Dungeon Master's Guide*, page 262).

C: The nightwing appears in flight, 50 feet off the ground. It hovers above the PCs and uses its spell-like abilities, favoring the caster as a target.

D: All creatures in the room (but not in the hallway leading up to it) are blasted with negative energy and take 10d6 points of damage (Reflex save DC 20 halves). This energy heals undead and creatures with negative energy affinity (such as slow shadows and nightwings).

Creatures: The monsters called into this room are quasi-real monsters called from the Plane of Shadow, with the exception of the duplicate created by *project image*. They cannot leave this room, but they function in all other ways as real versions of the monsters in question. If no enemy is in the room to attack, the summoned monsters remain for 10 minutes before discorporating.

- **Slow Shadows (4):** hp 91 each; see Appendix 2.
- **Nightwing:** hp 144; *Monster Manual* 197.

Treasure: Once the four spells are cast in the proper order, the room fills with swirling shadows and gray mist. The stuff quickly coalesces into solidity, forming five large chests. The first four chests are neither locked nor trapped, and contain the treasures of the Shadow Vault.

Chest #1 contains 20,400 sp, 1,586 gp, and 125 pp.

Chest #2 contains two dozen bags of gems. Most of the gems are worth 10 gp or less, but in all, the gems are worth 4,300 gp.

Chest #3 contains several antique pieces of art, jewelry, and exotic clothing, worth a total of 5,600 gp.

Chest #4 contains a *potion of enlarge person*, an *oil of shillelagh*, a *potion of barkskin +2*, a divine scroll of *bull's strength*, a *wand of magic missile* (22 charges, caster level 7), a *ring of water walking*, a *bead of force*, a pair of *slippers of spider climbing*, and a *tome of clear thought +2*.

Chest #5 is markedly different in appearance than the others. While the first four chests are made of oak and iron, the fifth chest is long and narrow and made of adamantine. Although it isn't trapped, it is locked with a powerful magic lock. The "key" to open this lock requires the casting of two *shades* spells in sequence. Both must be cast to duplicate a *major creation* spell, one to create an adamantine key and one to create a physical adamantine lock attached to the chest. Without these spells, the chest simply cannot be opened since it lacks a lid or hinges. Since there is no physical lock, the Open Lock skill can't be used to open the chest. Use Magic Device can work, however, to coax the lock into existence by activating blindly. This does not create the key required, however, so once the lock is activated (it persists for 20 rounds before fading away) it can be picked with a successful Open Locks check (DC 40).

While the chest itself is quite valuable (and is worth 3,000 gp), the contents of the chest are priceless. The chest contains a single object, a minor artifact called the *Whip of Red Shadows*. This intelligent whip is detailed in Appendix 1.

Magic Adamantine Chest: Hardness 20; hp 90; Break DC 60.

51. Black Hand

This hexagonal room has a three-foot by seven-foot imprint of a black hand set in the center of the floor. The room is otherwise empty of furnishings.

The black hand is yet another of Eli Tomorast's creations. He built it 25 years ago to allow his Seekers to contact him telepathically in times of need. Anyone who touches the hand is instantaneously placed in telepathic contact with another creature in the dungeon. If the person who touched the hand understands how its magic works (by using *identify* or *analyze dweomer* on the hand, or by using Use Magic Device to activate blindly), he can telepathically contact any other creature in this room, or he can contact Eli Tomorast or Kerzit, as long as the distance between the two is less than one mile. The telepathic contact persists for 1d6+1 rounds, but otherwise functions as *Rary's telepathic bond* at caster level 14.

If someone touches the black hand without understanding its use, the telepathic bond forms randomly.

Roll	Telepathic contact
1–3	Eli Tomorast
4–5	Kerzit the Guardian
6	The nearest intelligent creature in the room

If a PC contacts Tomorast, the wizard attempts to find out as much as possible about the unexpected contact by pretending to be a good spirit who can guide the characters through the dungeon to safety or riches as they desire. Of course, his advice is deadly; he tries to lead the PCs to a trapped area (such as by telling them there's a secret door behind the tapestry in area 24) or to a dangerous room (such as area 55). If the PCs call his bluff, he mocks them horribly, then uses *sending* at the earliest opportunity to contact Lyral Zandrill (area 52) to have her organize the Seekers to repel the invaders.

If a PC contacts Kerzit, the PC's mind fills with an overwhelming image of the demon itself. The image is distorted and somewhat disproportionate, but no less overwhelming; the character must immediately make a Will save (DC 20) or take 2d6 points of Wisdom damage.

52. Lyral's Quarters (EL 12)

The door to this room is locked with an amazing lock (Open Lock DC 40).

This room is well lit by numerous torches. A functional cot sits against the far wall, next to a chair and desk. Numerous books, papers, vials of ink, and writing quills

clutter the desktop. The desk has several drawers, the lowest of which looks particularly well reinforced. A well-used sparring dummy stands in the southwest corner.

This room serves as the personal quarters for the commander of the Seekers stationed in the dungeon. She keeps the door locked at all times, even when she's in the room. The papers on the desk are a tangled mess of payroll schedules, book-keeping, requisition forms, and bad poetry. A character that takes at least an hour sorting through the stacks of paper and makes a successful Decipher Script check (DC 20) to figure out Lyral's shorthand can learn the following: the total number of guards employed by the Seekers (24), their names, the names of all named NPCs on this level, and where they are located.

The bottom desk drawer is in fact an integrated safe in which Lyral keeps the Seeker payroll. The safe is made of iron and lined with wood, and is locked with three separate locks. The locks are integrated, and if one is unsuccessfully picked, all of the other locks automatically relock.

Iron Desk Safe: 3 in. thick; Hardness 10; hp 90; Break DC 32, Open Lock DC 40 (requires 3 successful checks in a row).

Creature: Lyral's response to the PCs' invasion of this level depends on the nature of the reports she receives from Seekers that escape capture or death.

If the characters manage to get this far without alerting the Seeker commander to their presence, they find her in this room, either training with her sparring dummy, sleeping, or going over the papers on her desk.

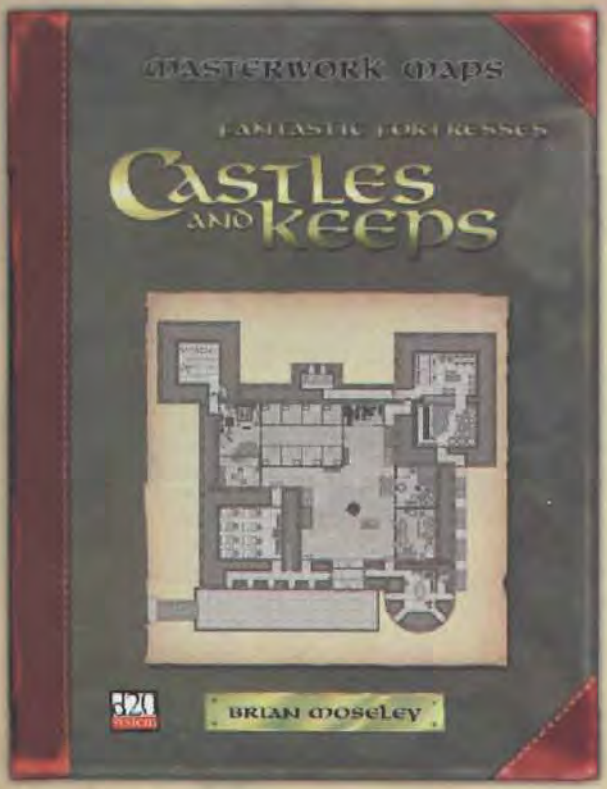
Lyral Zandrill, Female Human Ftr 12: CR 12; Female Medium humanoid (human); HD 10d10+20; hp 65 each; Init +0; Spd 20 ft.; AC 23, touch 11, flat-footed 22; Base Atk +12; Grp +17; Atk +21 melee (1d10+9/17–20, +2 *bastard sword*) or +12 ranged (1d8+3, +1 *light crossbow*); Full Atk +21/+16/+11 melee (1d10+9/17–20, +2 *bastard sword*) or +13/+13/+8 ranged (1d8+3, +1 *light crossbow*); AL NE; SV Fort +12, Ref +5, Will +4; Str 20, Dex 12, Con 18, Int 14, Wis 10, Cha 16.

Skills: Climb +19, Intimidate +18, Jump +19, Knowledge (religion) +9, Listen +2, Spot +9.

Feats: Alertness, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Critical (bastard sword), Point Blank Shot, Precise Shot, Rapid Reload (light crossbow), Rapid Shot, Weapon Focus (bastard sword), Weapon Focus (crossbow), Weapon Specialization (bastard sword), Weapon Specialization (crossbow).

Languages: Common, Gnoll.

Possessions: +2 *bastard sword*, +1 *light crossbow*, 20 bolts, +2 *heavy steel shield*, +2 *chain mail*, *gauntlets of ogre power*, *amulet of natural armor* +1, 2 *potions of cure serious wounds*, 120 pp, key ring containing keys for most of the locks on this level.



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Treasure: The desk safe contains the payroll for the numerous guards the Seekers employ on this level of the dungeon. Only the guards receive weekly payments; they are paid 1 pp per week to basically sit around. It's not until the PCs arrive that these guards start having to earn their wages.

The payroll is split into 20 bags, each containing 24 pp (enough to pay all the guards for a week). In all, there is 480 pp in the safe.

53. Seeker Barracks (EL 11)

This room contains six serviceable-looking bunks, each with a matching footlocker and nightstand. Several tables and chairs sit in the middle of the room between the rows of bunks.

Creatures: This barracks houses six Seeker guards, hand picked by Lyral to be her personal retinue. These guards are, as a rule, more serious and loyal than other mercenaries hired by the Seekers, and won't leave this area to join in patrols or hunts for the PCs without Lyral's order.

Seeker Guards (6): hp 55 each; see area 25.

54. South Storage Room

This room is cluttered with kegs, boxes, casks, and sacks, strewn haphazardly about with no discernable organization.

This room is used by the Seekers to store food. The kegs contain cheap wine, water, and vinegar. The boxes contain dried fruit, vegetables, dark cheese, salted meats, and nuts. The sacks contain flour, salt, and beans.

A successful Search check (DC 20) uncovers a small intricately carved coffer made of bronzewood and festooned with miniature flowers (worth 55 gp). It contains a variety of spices, including sage, pepper, nutmeg, mustard, dill, and basil.

55. Dangerous Statue

The door at the end of this hall has been boarded over, and a short message has been painted onto one of the boards: "DANGER—DO NOT ENTER."

Removing the boards to get to the door is a noisy business that takes 1d6 minutes. As long as the door is boarded up, its Break DC rises to DC 32. Unless the guards in area 53 have already been dealt with, chances are that they'll hear any attempts to bash through the door or tear off the boards; if they do, one of them alerts Lyral and the others come to investigate.

The air in this room is stuffy and stale, with a lingering stink of old meat and dry bones. Three desiccated humanoid bodies lie slumped in front of an incredibly lifelike statue of pink marble. The statue depicts a lounging woman of great beauty but with a sardonic smile upon her lips. Tiny horns on her head, a sinuous tail coiled about one leg, and large bat-like wings reveal the demonic nature of the figure. A fourth desiccated body lies draped over the statue's lap.

This statue is a remnant of the Cult of Malcanthet that once dwelt in this area of the complex. In those times, it served as a direct portal to the queen of succubi, and her cultists could offer their desires and adoration directly to her via the statue. The magic power of the statue has since atrophied, but remains dangerous (as evidenced by the four dead bodies—unfortunate Seeker guards whose curiosity prompted Lyral's barricading of the entrance to this room).

The four Seeker guards succumbed to the statue's influence, and fought each other to the death for the right to claim the statue. The poor mercenary who won the fight was quickly drained of his life energy when he came in contact with the statue itself. Before she barricaded the room, Lyral recruited Yug-Anark's aid (via animated skeletons) to salvage the valuables and magic possessed by the mercenaries, but left their bodies here as punishment and a warning.

Seductive but vile magic still powers this ancient statue. Any intelligent creature that enters the room must immediately make a successful Will save (DC 20) or become morbidly obsessed with the statue. This is a mind-affecting compulsion effect. This obsession overwhelms everything else in the character's mind, and compels him to climb onto the statue unless there are other creatures in the room. If there are other creatures in the room, the character is instead compelled to attack the other creatures in a jealous rage. In this case, the creature gains the effects of a *rage* spell and attacks the nearest target in a seething fury. This compulsion functions at caster level 20, and the effects are permanent as long as the victim has line of sight to the statue.

If any living creature touches the statue, it immediately gains 1d4 negative levels per round the contact persists. Each round that the victim gains negative levels, he may make a new Will save (DC 20) to break the compulsion and regain his senses. A creature that gains a number of negative levels equal to or greater than his total Hit Dice is immediately slain and his soul absorbed by Malcanthet. A creature slain in this way cannot be brought back to life via *raise dead*. The Fortitude save to remove the negative levels is DC 20.

56. Mud Room (EL 10)

The door to the north in this hallway is caked over with frost, and the air in the hallway is noticeably cooler than elsewhere in the area.

The door to this room is stuck fast; caked over on the inside with brown mold. Since the door opens inward, any character that successfully breaks through the door with a Strength check is immediately exposed to the brown mold and takes damage as detailed below.

Moldy Stone Door: 2 in. thick; Hardness 8; hp 60; Break DC 24.

> This circular room appears to be covered from top to bottom with mud or dirt. Even the ceiling eight feet above is caked with filth.

The entire surface area of the inside of this room is caked with brown mold. The walls and door are insulated enough that the cold doesn't radiate much beyond the confines of the room. Each patch of brown mold covers a 5-foot-square, so there are dozens of patches of brown mold growing in this room. A creature takes 3d6 points of nonlethal cold damage from every patch of mold within 5 feet. The exterior walls provide insulation from this damage, so someone standing immediately south of the door when it's opened is exposed to only the floor square directly to the north, and takes only 3d6 points of nonlethal cold damage.

Someone who bashes through the door must make a successful Reflex saving throw (DC 15) or stumble into the first square of the room, which exposes him to a total of approximately fifteen patches of mold (counting the patches on the wall and ceiling), and causing fifteen separate 3d6 points of nonlethal cold damage. Fortunately, damage caused by each patch is considered a separate attack for purposes of energy resistance. Otherwise, the poor soul takes a total of 45d6 points of nonlethal cold damage. Remember that any creature that takes any nonlethal damage from cold is beset with frostbite and becomes fatigued (see page 302 of the *Dungeon Master's Guide*).

Brown mold is detailed in full on page 76 of the *Dungeon Master's Guide*.

57 the purple stone

The secret door into this room can be found with a successful Search check (DC 25).

> This room is empty save for a single oblong purple stone. The stone is ten feet long, four feet high, and three feet wide; its surface is smooth and polished, as if by countless hands over the course of centuries. The stone seems partially translucent, and pulsates dimly with an inner violet light.

The Purple Stone is not wholly disembodied spirit, not wholly magic artifact, but somewhere in between. Once the center of a powerful and enigmatic cult, the Purple Stone has

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spent the last several hundred years in relative isolation since its failed attempt to usurp control of all the cults once located on this level. It has tried to forge alliances with the Seekers and the other groups who live in the dungeon, but as of yet it has not managed to rebuild even a fraction of its once powerful cult. Yet the Purple Stone is nothing if not patient. It has existed for countless eons, and it is confident it shall exist for countless more.

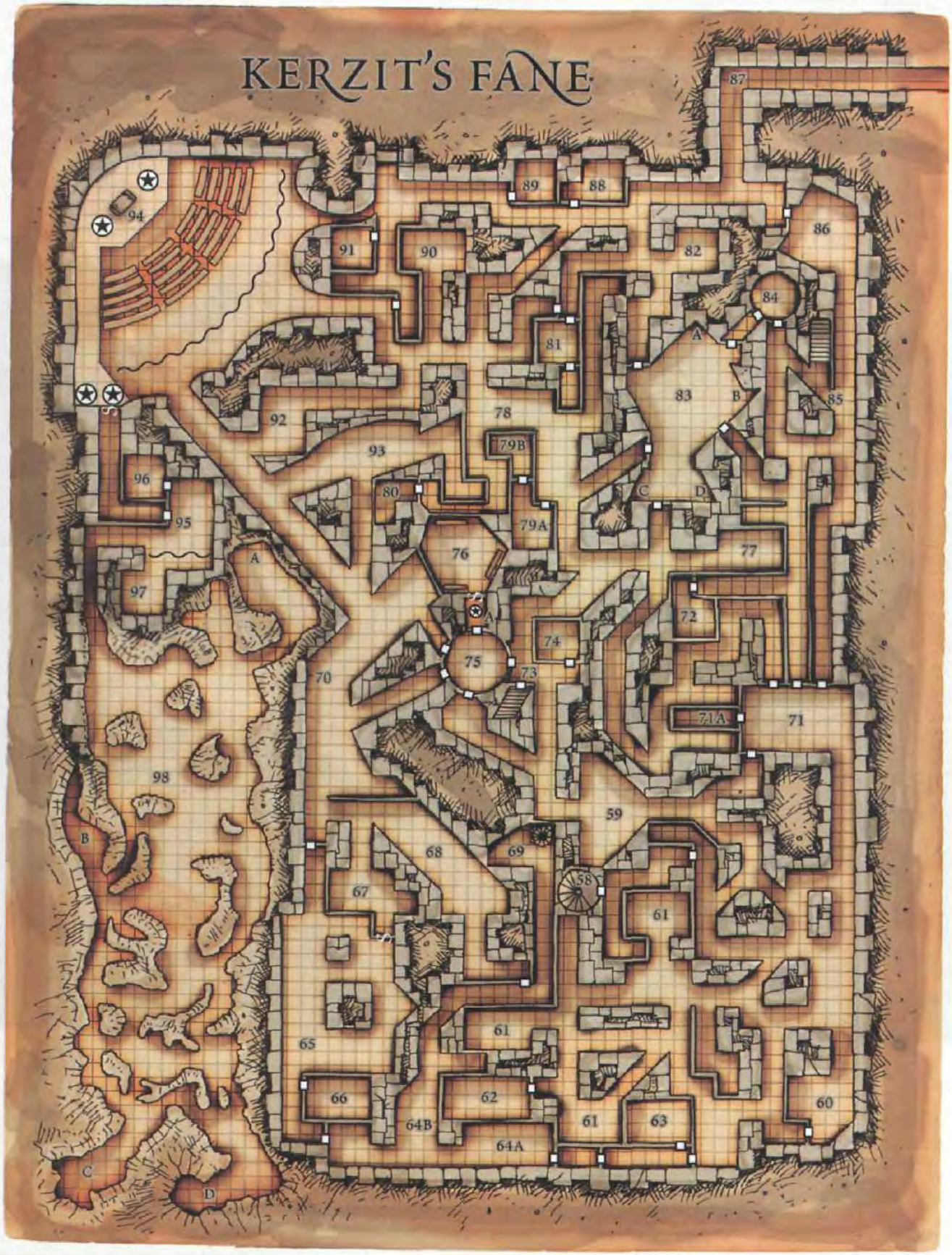
When characters approach within 5 feet of the Purple Stone (as long as the stone has line of effect to them), a purple light issues forth upon them as the Purple Stone mentally contacts them and examines their minds. Each creature contacted by the Purple Stone must make an Intelligence check. The results of the check are detailed on the following table. In the case of a spell effect, the effect resolves immediately at caster level 20 and has a save DC of 20 + the spell level.

Intelligence Check	Result
Less than DC 5	The character's lack of intellect insults the Purple Stone, which immediately casts *feeblemind* on the character (heightened to a 9th-level spell, save DC 29).
DC 5	The character is found to be a suitable minion, and is targeted with a *geas* (heightened to a 9th-level spell, save DC 29). The *geas* commands the victim to gather additional minions to the Purple Stone and to protect it from harm; part of the *geas* forces the character to visit the Purple Stone at least once a day to have a new *geas* put on him to extend the duration indefinitely.
DC 10	The character sees visions of an undecipherable future event. Some of these visions indicate that a dark foe is following the character; others point toward a possible renegade/turncoat among them who plans to desert or harm one or more of the party members in the near future. Although these visions are morbid and seem revealing, they are not necessarily true.
DC 15	The character receives one of the spell-like abilities given below. The ability is usable four times before it is lost. The caster level of the effect is the PC's character level. **Roll** — **Spell-like Ability** 1 — *Detect thoughts* 2 — *Clairaudience/clairvoyance* 3 — *Divination* 4 — *Commune* (character must pay a 100 XP cost each time this spell-like ability is used)
DC 20	The character is prompted to ask one question. The stone communicates its answer telepathically to the character. Areas of questioning are limited to this dungeon, the beings that dwell in it, items or traps in the dungeon, the dungeon's history, and so on. If the player asks a question such as "Where is the closest set of stairs down?" the stone grants this knowledge in the form of a telepathic vision that remains in the character's memory. If the character becomes greedy and asks a question such as "What are all the locations of every creature on this level and how can we easily kill them?" the stone delivers a short telepathic insinuation which resembles "You must be kidding!" This counts as a question answered. The stone answers but three questions per day in all. If this result is gained more than three times a day, treat the result as a DC 15 result, save that the character can use the spell-like ability gained eight times before it is lost.
DC 25	The character is much respected by the stone, which allows him to ask ten "yes/no/maybe" questions that pertain to this underground complex. The "maybe" (or "you're getting warmer") answers should be hints or suggestions toward another line of questioning which might lead to the answers sought.

A single character can be contacted only once per week by the Purple Stone. The stone does not react to further pleas from those wanting more. If the stone is threatened with mayhem, it can unleash as many *feeblemind* spells (heightened to 9th level, save DC 29) as there are attackers; a single enemy can be targeted by only one *feeblemind* per round. These spell effects always occur at the start of the round, just before the highest rolled initiative check, as the stone is always aware of the characters' thoughts and remains one step ahead of their actions. If destroyed, the stone ceases to function and any lingering powers and effects maintained by the stone immediately cease to function. The Purple Stone can only be moved from its current location with a long and complex ritual that has been lost for centuries. It can be dragged from this room physically (although it weighs 10 tons); if removed from this room the stone becomes inert and any lingering powers and effects cease as if it were destroyed. Returning the stone to this secret chamber restores all of its abilities and powers.

The Purple Stone: 10 ft. long, 4 ft. high, 3 ft. wide; Hardness 8; hp 900; Break DC 65.

Ad-Hoc Experience Award: If the PCs manage to learn anything of import from the Purple Stone, award them experience as for a CR 10 encounter.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KERZIT'S LAIR

Maure Castle Level Three

The overall appearance of this level suggests that the architecture is relatively new, compared to that of the upper two levels. A successful Knowledge (architecture and engineering) check (DC 20) reveals that the stonework here is a bit less than 40 years old (37 years old, in fact). Ceiling height is 15 feet unless specified otherwise. Doors on this level are usually made of metal-bound oak, and are 7 feet tall and 6 inches thick. The few doors that can be locked have quality locks. The walls are made of reinforced masonry.

Typical Oak and Iron Door: 2 in. thick; Hardness 5; hp 20; Break DC 28, Open Lock (when appropriate, DC 30).

Typical Reinforced Masonry Wall: 1 ft. thick; Hardness 8; hp 180; Break DC 45; Climb DC 15.

When Eli Tomorast first came to this region 37 years ago, this area consisted of a small network of caverns. He spent many months using his magic and minions to expand the caverns, shoring up the walls with reinforced masonry and evening them out as he did. The resulting complex seems a bit haphazard and chaotic, but the twisting corridors and strangely shaped rooms appealed to Eli. He wasted little time once the complex was complete in conjuring Kerzit and binding the demon to the few caverns he left untouched. He used the remainder of the level as a complex to house a fanciful cult dedicated to the demon, drawing upon the more suggestible and gullible of the guards he retained. On one level, Eli did this to satisfy his need to be served by more minions, but on a more practical level he founded the Cult of Kerzit so he'd have a constant supply of unquestioning followers to sacrifice to the Guardian of the Tome.

Today, Eli has little interest in the Cult of Kerzit, and has handed over control of the cult to an old ally, a human wizard named Shyrg. Under her guidance, the Cult of Kerzit has prospered; those who please Shyrg are elevated to higher

ranks and afforded a larger supply of a drug called vodare, an extremely bitter brown powder that instills feelings of euphoria and fierce confidence. The cultists control much of the northern half of this level.

The second faction on this level is a fierce tribe of gnolls called the Claws of Yeenoghu. Led by a warlike gnoll bard named Torakian, these gnolls are ultimately loyal to Yug-Anark (area 36) and have followed her for many years. Yug-Anark's mysterious allegiance to Eli Tomorast confuses the gnolls, but they accept it without much resistance. This tolerance does not extend to the Cultists of Kerzit, whom the gnolls dislike. Canny PCs can capitalize upon this tension. For example, a disguised PC might be able to infiltrate one of these factions and use Intimidate or Diplomacy checks to turn them against the other. For these purposes, you can assume that the gnolls and the cultists have a starting attitude of indifferent; if the PCs can make one group helpful, they agree to launch an attack on the other group as long as the PCs aren't recognized as intruders to the complex.

Wandering Encounters

As with the level above, the denizens of this level are not static. The chance of a wandering monster encounter is 10%; check for an encounter once per hour the characters are in the dungeon. You should also check for an encounter once per incident of loud noise (such as combat) that takes place in any of the open hallways or rooms of the dungeon. If the characters set up camp in the dungeon, you should only check for encounters once per hour if the PCs chose to camp in a high-traffic area (this includes camping in a Seeker barrack). If the PCs bother to fortify their campsite or select an out-of-the-way location, check for wandering monsters only three times during the rest period. Wandering encounters never occur in areas 95–98.

Wandering Monster Tables

Wandering Encounters: South Fane (areas 58–70)

Roll	Result	Source Area	EL
01–10	1d4 Hezrous (summoned by Turlathane)	93	11–15
11–50	4 Claws of Yeenoghu	61 or 67	13
51–70	2 Abyssal ghouls	60	12
71–90	4 Shoosuvas	59	12
91–100	Roll on North Fane table	—	—

Wandering Encounters: North Fane (areas 71–94)

Roll	Result	Source Area	EL
01–10	1d4 Hezrous (summoned by Turlathane)	93	11–15
11–35	4 Colchiln	82	11
36–60	2 Clerics of Kerzit	88	11
61–90	4 Kerzit cultists	78	10
91–100	Roll on South Fane table	—	—

58. Trapped Stairwell (EL 7)

The spiral stairs beyond this door lead up to the locked door in area 45.

Trap: Yug-Anark maintains a *greater glyph of warding* on the area directly inside this door at the bottom of the stairs. Any non-gnoll that passes through this area triggers the *glyph*.

***Greater Glyph of Warding* (Spell):** CR 7; spell; spell trigger; no reset; spell effect (*greater glyph of warding* (spell), 15th-level cleric, *slay living*, DC 21 Fortitude save partial); Search DC 31; Disable Device DC 31.

59. Guardian Chamber (EL 14)

The floor of this large room is strewn with fragments of bone and gobbets of pulped, rotting meat. Flies buzz in the air and maggots seethe in the nasty red offal smeared on the floor and walls.

The filth in this room is monstrous. Anyone that searches this room or otherwise spends an appreciable amount of time here (including combat) must make a successful Fortitude save (DC 12) to avoid catching filth fever (see page 292 of the *Dungeon Master's Guide* for details).

Creatures: Yug-Anark's accomplishments in Yeenoghu's name have not gone unrewarded. So pleased with her servitude is the Demon Prince of Gnolls that he awarded her with a small pack of dangerous undead hyena-like monsters known as shoosuvas. This pack of eight lairs here, where they frolic with the bodies and remnants tossed to them by gnolls after they return from surface hunting trips. As undead, the shoosuvas have no need to eat, but they do enjoy the feel of crunching bone and flesh in their jaws, and after chewing on a selection they generally let it fall back into the mess on the floor to rot.

Shoosuvas (8): hp 117 each; see Appendix 2.

Treasure: The gnolls usually strip bodies of wealth before handing them over to the shoosuvas, but once in a while they miss something small. A successful Search check (DC 20) of a 5-foot square in this room is 25% likely to yield a bit of treasure. The total treasure to be found here includes a black pearl worth 500 gp, a silver ring set with a garnet (worth a total of 100 gp), a *potion of bull's strength*, a *ring of feather falling*, and a *brooch of shielding* (84 points of absorption remain).

60. Ghoulish Guardians (EL 10 to 15)

This room is a nightmarish sight; three mounds of runny, rotting body parts lie in seeping heaps about the floor; the ground between the stinking mounds strewn with bones, bits of flesh, and clots of blood and refuse. The stink is almost visible.

This terrible display consists of the body parts of more than two dozen unfortunate souls, mostly goblins or orcs captured by Claws of Yeenoghu in the nearby mountains. A few of them are humans and halflings who wandered too close to Maure Castle while a gnoll hunting party was out and about. These victims were captured alive and brought back here as offerings to the six repulsive creatures within.

Creatures: This room is the lair of six abyssal ghouls granted to Yug-Anark. While the ghouls remain free-willed, they have been treated well by Yug-Anark and the other gnolls. They patrol the southern portion of this level with some frequency, and do not molest the gnolls or their allies. This consideration is not extended to cultists of Kerzit who wander too far south, or to the PCs, for that matter.

When the PCs arrive, roll 1d6 to determine how many abyssal ghouls are present. Once combat begins, there's a flat 20% chance per round that another abyssal ghoul arrives to join the fight.

Abyssal Ghouls (6): hp 104 each; *Fiend Folio* 12. If you don't have the *Fiend Folio*, replace the abyssal ghouls with fiendish mohrgs.

61. Red-Lit Chamber (EL 14)

The dying embers of a recent fire smolder in the center of this smoke-filled room. The smell of burnt meat permeates the air, and several mounds of fur and straw, almost nests, are stacked near the walls. A large, reeking barrel sits near the southern entrance.

Creatures: Most of the gnolls that Yug-Anark gathered to her banner dwell in these three identical chambers. These gnolls represent the best of the best, and were hand-picked by Yug-Anark over the course of several years and trained together. As a group, these gnolls (and those found in area **67**) call themselves the "Claws of Yeenoghu." The Claws serve as a sort of debased knighthood dedicated to the savagery and cruelty personified by Yeenoghu.

Each of these rooms is the lair of six Claws of Yeenoghu, although some of them may have already been slain as wandering encounters.

Claws of Yeenoghu, Gnoll Rgr3/Ftr5 (6): CR 9; Medium humanoid (gnoll); HD 5d8+10 plus 5d10+10; hp 70 each; Init +2; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +9; Grp +14; Atk +16 melee (1d8+8, +1 *dire flail*); Full Atk +14/+14/+9/+9 (1d8+8, +1 *dire flail*); SA favored enemy (human) +2, two-weapon fighting combat style; SQ darkvision 60 ft., wild empathy +3; AL CE; SV Fort +14, Ref +10, Will +8; Str 20, Dex 18, Con 14, Int 8, Wis 14, Cha 6.

Skills: Handle Animal +3, Intimidate +3, Listen +9, Spot +9, Survival +7.

Feats: Alertness, Diehard, Endurance[B], Improved Two-Weapon Fighting, Iron Will, Track[B], Two-Weapon Fighting[B], Two-Weapon Defense, Weapon Focus (dire flail), Weapon Specialization (dire flail).

Languages: Gnoll.

Possessions: +1 *dire flail* (both ends), +2 *studded leather armor, cloak of resistance* +2, 10 pp.

62. Storage Room

This room is heaped with digging tools, weapons, and piles of lumber.

This room is used to store miscellaneous gear used by Tomorast and his minions to build this level of the dungeon. Nothing here is of any particular value, but the PCs should be able to find any piece of building equipment worth less than 5 gp here with a bit of searching.

63. Nursery (EL 9)

The door to this room is locked.

This room smells rank. Three buckets, one containing moldy bread, one containing tepid water, and one spattered with excrement and vomit sit near the western wall. Nearby, the bloated, shuddering body of an enormous naked human man writhes feebly. The man must weigh well over 600 pounds by the size of him, and blood, vomit, and worse is caked on the floor and walls around him.

Creature: The poor soul is in fact a Seeker bard named Ulrak who accidentally drew the ire of Yug-Anark about a week ago by insulting Yeenoghu. Although she seemed to let the insult slip, in truth Yug-Anark was enraged. She responded by calling up a red slaad to implant Ulrak with an egg while he slept. The next morning, Yug-Anark came to him during breakfast and demanded his life in payment for the slight. The other Seekers rightfully fear Yug-Anark, and actually helped subdue Ulrak so the gnoll could take him away.

Yug-Anark locked Ulrak in here and now waits for the green slaad gestating inside of him to hatch. She hopes to make the slaad into a loyal minion. The gestation has progressed faster than she expected, however, and the green slaad is ready to emerge from its dying husk. In fact, the approach of any PCs is just the catalyst it needs. The dying bard sees the heroes as his last chance and tries desperately to stand up and come to the PC to beg for help. Unfortunately, this sudden action causes his side to rend open terribly, allowing the newborn slaad to emerge.

The newly hatched green slaad is momentarily confused by its emergence, and suffers a –6 penalty on its Initiative check as a result. Once combat starts, however, it fights back with a terrible tenacity and cunning.

Green Slaad: hp 89; *Monster Manual* 230.

64. Common Room

These two rooms are connected by a short hallway but obviously share the same function. Numerous tables surrounded by chairs dominate the eastern room. These tables hold dice, decks of cards, and darts. To the west, more game tables sit against walls, but the most interesting thing here is a five-foot-high iron pole driven into the ground. A small iron bowl is affixed to the top of the pole, and a pair of rings are set into the pole's base. Attached to each ring is a chain that ends in a manacle. The walls of both areas are covered with dartboards, slate boards covered with chalky, half-erased scrawls, and small wall hangings that depict a triple-headed flail.

The Claws of Yeenoghu use these two chambers as game rooms and relaxation lounges. The strange pole driven into the center of the floor in area **64b** is for a particularly brutal gnoll game called Ripbucket. In this game, a prisoner is chained to the pole via the chain and manacle, and the bowl is filled with a dozen coins. The prisoner must defend the bowl of coins from two gnolls who try to get to it and steal the coins; generally the prisoner is given a crude weapon. If the prisoner can defeat both gnolls, he is allowed to go free. If all of the coins are stolen, the gnoll who ended up with the most coins gets to eat the prisoner. The gnolls currently have no prisoners handy, but any PCs captured by them may find themselves recruited into a game of Ripbucket.

65. Chapel of Yeenoghu (EL 15)

The walls of this large, oddly-shaped room are covered with numerous tapestries woven in nauseating colors; browns, dull greens, shocking reds, and dirty grays predominate in the woven illustrations of gnoll armies crushing all manner of humanoids under an onslaught of slavering fury. The motif of the triple-headed flail is oft-repeated, as is a particularly huge and fierce-looking gnoll. Those slain by the armies rise from the dead to feast on the wounded and dying.

The southern wing of the room is dominated by a single long, narrow slab of stone fitted with numerous manacles and stained red with sticky remnants. A massive, twenty-foot-tall statue of some sort of chalky red stone looms in an alcove to the east, sculpted in the style of the huge gnoll seen in the tapestries.

Although the tapestries and the altar seem to indicate this is some sort of unholy shrine, the rest of the room is curiously barren. The faithful of whatever dark deity is worshiped here must be expected to stand during services. The ceiling vaults to a height of nearly thirty feet

This room is used by the Claws of Yeenoghu to offer sacrifices to their demonic patron, and in small part, to appease their lust for blood and for their spiritual leader, Yug-Anark. The gnoll cleric visits this room to preach the wisdom of Yeenoghu only rarely; most of the sacrifices performed here are led by Torakian, the chieftain of the Claws of Yeenoghu. Services are sporadic, and generally limited to those times when the gnolls have an abundance of prisoners to sacrifice. Since they haven't made a large raid on the surface for several weeks, and they currently have no prisoners handy, this room hasn't seen much recent use.

Creature: Although the room isn't used that much, it remains important to the gnolls and Yug-Anark—important enough that the gnoll cleric created a clay golem to guard it. This is the "chalky red statue" of Yeenoghu that lurks in the eastern alcove. The golem is one of Yug-Anark's favorite creations, and if she discovers it has been destroyed she spares no expense tracking down whomever was responsible.

Advanced Clay Golem: CR 15; Huge construct; HD 25d10+40; hp 177; Init –2; Spd 20 ft.; AC 23, touch 6, flat-footed 23; Base Atk +18; Grp +37; Atk +27 melee (4d8+11 plus cursed wound, slam); Full Atk +27 melee (4d8+11 plus cursed wound, 2 slams); SA berserk, cursed wound; SQ construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., *haste*, immunity to magic, low-light vision; AL N; SV Fort +7, Ref +5, Will +7; Str 33, Dex 7, Con —, Int —, Wis 11, Cha 1.

66. Chieftain's Quarters (EL 12)

The contents of this room are strangely incongruous. What appears to be the home of a feral carnivore, complete with a nest and a stash of half-eaten bodies, is disturbingly organized and clean. The nest consists of fine silks, pillows, and sheets in the southeast corner. The half-eaten humanoid bodies are stacked neatly on shelves that line the north wall. A further unusual sight stands in the southwest corner of the room, where several stands hold a large number of particularly beautiful stringed instruments, including a fiddle, two violas, a lap harp, and a zither.

Creature: This room is the lair of the leader of the Claws of Yeenoghu, a gnoll by the name of Torakian. The gnoll fighter/bard spends much of his time here, alternately eating, sleeping, playing music, or enjoying the company of one of the female gnolls from area 67. There's a 50% chance one of these gnolls is here with him.

Torakian, Gnoll Brd11: CR 11; Medium humanoid (gnoll); HD 2d8+4 plus 11d6+22; hp 79; Init +1; Spd 30 ft.; AC 19, touch 12, flat-footed 18; Base Atk +9; Grp +12; Atk +13 melee (1d4+4, +1 *dagger*); Full Atk +13/+8 melee (1d4+4, +1 *dagger*); SA *fascinate*, spells, *suggestion*; SQ bardic music 11/day, bardic knowledge +12, countersong, darkvision 60 ft., inspire competence, inspire courage +2, inspire greatness; AL CE; SV Fort +7, Ref +8, Will +8; Str 16, Dex 13, Con 12, Int 12, Wis 8, Cha 18.

Skills: Bluff +19, Diplomacy +9, Intimidate +27, Knowledge (religion) +17, Listen +15, Perform (stringed instrument) +23, Spot +15.

Feats: Combat Casting, Dodge, Mobility, Iron Will, Persuasive.

Languages: Common, Gnoll.

Spells (3/4/4/4/2; save DC 14 + spell level): 0—*detect magic, flare, lullaby, message, resistance, summon instrument*; 1st—*charm person, cure light wounds, expeditious retreat, grease*; 2nd—*cure moderate wounds, detect thoughts, locate object, whispering wind*; 3rd—*charm monster, confusion, dispel magic, slow*; 4th—*dimension door, hold monster, shout*.

Possessions: +1 *mithral breastplate*, +1 *dagger*, *cloak of charisma* +2, *ring of protection* +1, *circlet of persuasion*, *wand of mirror image* (16 charges).

Treasure: Most of the stringed instruments on the stands here are nonmagical but nevertheless of masterwork quality, and are worth 100 gp each. The lap harp, however, is a *harp of charming*. Torakian generally doesn't carry this harp with him, but if he suspects danger he makes sure to bring it along.

67 Gnoll Harem (EL 14)

A half-dozen nests of silks and pillows lie scattered around this room. An alcove to the east contains a sputtering fire pit, while a nearby alcove to the south is empty.

The secret door in the southern alcove can be found with a successful Search check (DC 25).

Creatures: The denizens of this room, all female Claws of Yeenoghu, have been hand-picked by Yug-Anark for their beauty and ferocity. They guard against intruders coming from the north and serve as a harem for Chief Torakian. The gnolls here otherwise react to the PCs in much the same manner as those in area 61.

Claws of Yeenoghu (6): hp 84 each; see area 61.

68. Training Hall (EL 14)

A dozen battered sparring dummies, constructed morbidly from body parts that rarely match up, lean against one wall here. Three crude ten-foot-diameter circles have been painted on the floor in the middle of the room.

This room is used by the Claws of Yeenoghu to practice their martial skills with the dire flail. The circles are used to stage mock battles; the first gnoll to be knocked out of the circle being the loser.

Creatures: There's a 25% chance that one group of six Claws of Yeenoghu from an area 61 are here when the PCs arrive, unless the gnolls know the PCs are in the area and have rallied somewhere else.

Claws of Yeenoghu (6): hp 84 each; see area 61.

69. Refuse Pit

This room stinks of stale refuse and rotten meat; the source of the stink seems to be an eight-foot-wide well near the north wall.

Although this pit was once used as a well, it has been subsequently used as a disposal pit for garbage and corpses. The shaft's walls are fairly smooth and encrusted with sludge and mold, but they can be scaled with a successful Climb check (DC 30). The well shaft is 80 feet deep, and ends in a foul tangle of garbage, dung, bones, and bodies. Three of the bodies on top of the pile are still relatively fresh, although since they were sacrificed to Kerzit only a few days ago, several key organs (and their heads) are missing. There's nothing of value in the pit, but anyone who reaches the clog of refuse and rot is exposed to slimy doom (see page 292 of the *Dungeon Master's Guide*).

70. Contested Hall

This long, oddly shaped hallway bears numerous scars of battle. Swaths of blood stain the floor and walls, which also bear claw marks and weapon damage.

The cultists of Kerzit and the Claws of Yeenoghu have often clashed in this hallway, usually when one group tries to use the hall to sneak into the other's territory. Neither group has yet been able to keep a guardian here and thus establish dominance over the room, but with the arrival of the denizen of area 93, battles here have become far less frequent.

71. Junk Room (EL 13)

This room is laden with all kinds of junk, a littering ground for broken jugs, torn cushions, ruined chests, broken wine casks, shattered weapons, moldy boots, spoiled food, and what once may have been a lantern but is now crushed into a disk.

This room borders the territory between the Kerzit cultists and the gnolls, and as with the other border rooms (areas 59 and 70), control of this room has been contested for some time. Originally, the gnolls used this room to store supplies, but they were forced to move their storage to area 62 after Mordenkainen and Bigby invaded the level and wreaked much havoc. By the time the gnolls recovered, this room had been claimed by a group of several other creatures allied with the Kerzit cultists.

The room to the west (area 71a) was once used by the gnolls to keep prisoners; empty manacles still hang from hooks in the walls here, but the room is otherwise empty.

Creatures: A group of eight colchiln now lair in this ruined chamber. They've formed nests out of some of the softer pieces of ruin and junk, and while they have little interest in the gnolls to the south, they serve admirably in keeping the gnolls from idly wandering into the areas to the north that are held by the cultists.

Colchiln (8): hp 108 each; see Appendix 2.

Treasure: There are a few items of value hidden in the junk, six in all. Pick six 5-foot squares in this room to contain these six treasures. Discovering these treasures requires a successful Search check (DC 25) made in the square in which the object is hidden. The six objects of value are a shortsword hilt set with seven aquamarines (each gem is worth 100 gp), a masterwork longsword with a filigreed platinum blade (worth 557 gp), a vial of alchemist's fire, a *potion of bull's strength*, a *potion of locate object*, and a set of *lesser bracers of archery*.

72. Dangerous Room

The door to this room is kept locked.

This room may have once been a storeroom, but the contents have been smashed to splinters and rubble. Something has pushed the majority of these remains into a crude nest-shaped mound in the southwest corner of the room.

Creature: Not long after Shryg and the cultists returned here, they found that the portal in area 94 had gone dormant after

over two decades of silence. When they reactivated the portal, it surged with magic energies for a few moments before Shryg was able to control it. In that time, an abyssal greater basilisk had been pulled through the portal. The transition stunned the creature momentarily, long enough for Shryg and her minions to beat the monster into unconsciousness. They dragged its body to this room and locked it in, figuring that Eli would eventually want to use it as a guardian.

The demonic basilisk has lurked in this room for the past three months as a result; its fiendish heritage keeps it alive (it needs neither feed nor drink) and it's not smart enough to try to break free. For now, things are safe. Unless someone bashes down the door...

Abyssal Greater Basilisk: hp 189; *Monster Manual* 24.

73. Stairway

A low, five-foot-diameter mound of refuse lies heaped in the corner to the west of the door here. Growing out of the refuse is a five-foot-tall pale violet mushroom.

The flight of stairs beyond the door leads up to the secret door just south of area 41.

Creature: This mushroom is a shrieker, planted here by Shyrg to serve as a guardian. It's close enough to the stairs that it begins shrieking if the door opens. The guards in area 74 react immediately if they hear its shrieks.

Shrieker: hp 11; *Monster Manual* 112.

74. Guardroom (EL 11)

This room contains a single oval-shaped wooden table, surrounded by six chairs. A barrel and a few crates are stacked against the north wall.

Creatures: The Cult of Kerzit maintains this guard post to help prevent any of the gnolls from the south intruding into their territory. The room houses six Kerzit cultists at all times. They pass the time playing dice or discussing the philosophies of Kerzit.

Kerzit Cultists (6): hp 47 each; statistics are identical to the Seeker guards in area 25.

75. Dome of Initiation

The ceiling of this dome-shaped chamber rises to a height of thirty feet above the center of the room. The walls and ceiling are smooth and glossy black, shot through with veins of silver fire or lightning. A single silver circle at the apex of the dome caps a faintly shimmering column of pale silvery light that shines down to the floor below. Several doors are set into the walls; each door is painted black to match the walls, save for one door to the north which seems to be made of silver.

The silver door to the north is kept locked and *arcane locked* (caster level 11) by Shyrg.

This room is used by the cult of Kerzit to initiate new members. A prospective cultist (most are culled from the mercenaries from the upper level) is led into this room by one of the cult

priests or Shyrg herself, along with a group of six additional cultists. The ritual of initiation involves the stripping of the initiate's clothing and gear during a complex chant. The initiate is then branded at the base of the neck with Kerzit's sigil and bled (the soles of the feet and palms are cut with daggers). The initiate then stands in the silver column of light, at which point Kerzit's mind briefly contacts his own. If the cultist's faith is found to be true (as in, he takes Wisdom damage from the mental contact with Kerzit but does not collapse), he is led north by the others to area 75a and makes a further blood sacrifice to the statue there. Those who don't pass the test are quickly subdued by the other cultists, bound, and sacrificed to Kerzit within the hour.

The shaft of light is similar to the black hand found in area 51, save that it only puts a person into contact with Kerzit. The effects of this contact are identical to those detailed in area 51 for mentally contacting Kerzit.

The statue in area 75a is made of black basalt and is a crude, somewhat deliberately misleading representation of Kerzit. Those who suffer Wisdom damage in the silver light see the statue as Kerzit in the flesh; this is a mere hallucination and is ultimately harmless, although it may shock some into attacking the statue.

The secret door behind the statue can be found with a successful Search check (DC 25).

Silver Door: 2 in. thick; Hardness 8; hp 20; Break DC 34; Open Lock DC 40.

76. Secret Room

A small podium is located at the center of this room, and wooden benches are placed along the north, southeast, and south walls. Many wooden pegs are driven into the walls above these benches.

This is a secret congregation room for those who follow Tomorast's fanciful religion. The pegs are used to hang cloaks upon. New initiates are brought here to take part in their first prayer session to Kerzit.

On the podium is a scroll fashioned from what appears to be reptile skin. A chant, written in Abyssal, appears on its surface. Most of it merely offers a welcome to those new "initiaties" who follow the Cause of the Elders. The ending seems to be the most interesting:

> "May those who don Masks of Chaos
> THE ELDERS by names transcended
> darken paths by which to guide us
> lighting those that blaspheme others
> that is known to us save one—
> KERZIT! KERZIT!! KERZIT!!!"

77 Storeroom

This cluttered chamber contains dozens of crates, boxes, and barrels.

This room is the cult's primary storeroom for tools, torches, additional water, and other non-food necessities. There's nothing of any real value in here.

78. Cult Sleeping Chamber (EL 8+)

The vaulted ceiling of this room is thirty feet high. Although no doors offer privacy into this chamber, it is nonetheless lined with bunks. A single brown sack sits at the foot of each bunk.

Creatures: The cultists of Kerzit sleep in this large communal chamber, keeping their belongings and gear in the sack at the foot of the bed. Although there are three dozen bunks in all in this room, the total number of cultists at any one time rarely goes over half that number, since sacrifices to Kerzit are frequent. There are currently 17 cultists active on this level; when the PCs arrive roll 2d4 to see how many cultists are present.

Kerzit Cultists (2d4): hp 47 each; statistics are identical to the Seeker guards in area 25.

79. Kitchen

This kitchen contains several tables for preparing food, all arranged around a low fire pit in the center of the room. Several large skewers for cooking meat lean against the wall.

The cultists cook their dinners in this room, but generally eat the food out in area 78 or during guard duty. The food stores (mostly dried meat and vegetables, grains, breads, cheeses, and water) are kept in the pantry to the north (area 79b).

80. Drug Storage

The door to this room is locked both physically and with an *arcane lock* (caster level 11) cast by Shryg.

This L-shaped room is barren save for a single iron-bound chest pushed up against the southern wall.

This box is locked (like the door, both physically and with an *arcane lock* spell), but not trapped. Shryg stores the cult's supply of vodare (an addictive drug used to keep the cultists docile and in line) in this chest.

Iron Chest: 1 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 40.

Treasure: There are currently 150 doses of vodare in the chest. A dose is worth 40 gp to the right buyer, so in all there's 6,000 gp of drugs in the chest. Of course, vodare is a controlled substance, and selling it can get a PC into more trouble than it's worth. Vodare is detailed on page 43 of the *Book of Vile Darkness*; if you don't have access to this resource, you can simply replace the 150 doses of vodare with 30 doses of striped toadstool poison (*Dungeon Master's Guide*, p. 297).

81. Shryg's Room (EL 16)

This room is dimly lit by several candles located on a small table. A well-made bed sits against the western wall, and small desk, a chair and a couple of stools, and a coffer round out the room.

Twenty-five years ago, this room served as a barracks for a group of four wizards that served Eli Tomorast as the leaders of his Kerzit cult. When Mordenkainen and his allies reached this area, they caught the four wizards off guard. The arcanists' leader, a braggart named Hogh, rushed the casting of a *fireball* spell, miscalculated its area of effect, and incinerated the room. Hogh and two of the other wizards (Blanesh and Iksil) were killed in the explosion, but the fourth (a human woman named Shyrg) was only reduced to negative hit points and miraculously survived.

Creature: Left for dead by Mordenkainen, Shyrg survived Hogh's misplaced *fireball*. She regained consciousness a day later, well after Mordenkainen killed Tomorast and made a magical copy of the *Tome of the Black Heart*. She had long harbored a secret infatuation with Tomorast, and when she found his body in the Chapel (area 94), she vowed vengeance on Mordenkainen, Bigby, Yrag, and Riggby. Somehow, she made her way out of the dungeon and back to Greyhawk, where she spent the next 25 years working as a mercenary. She focused her training as much on wizardry as on fighting, specializing in the use of the kukri and becoming a deadly combatant in anticipation of her next meeting with the four adventurers. She managed to finally track Riggby down in his Verbobonc refuge when she received a startling message in the form of a *sending* spell from none other than Eli himself! Tomorast had found Hogh's, Blanesh's, and Iskil's bodies after returning to Maure Castle, but upon not finding Shyrg's body he contacted her to let her know he lived again and that he required her aid once more. Overjoyed, Shyrg abandoned her quest to slay Riggby only moments before an opportunity to assassinate him presented itself.

Upon her return to Maure Castle, Eli updated Shyrg on his plans and placed the rebuilding of the Kerzit cult in her capable hands. So far, she's exceeded his expectations and has managed even to recruit several actual clerics dedicated to chaos and evil to the cult. Yet Shyrg's true goal remains a burning desire to win Eli's love. She doesn't quite understand the relationship between Eli and Yug-Anark, and she's grown quite jealous and bitter about the special rapport the two seem to share. This jealousy is the primary reason for the strain between the gnolls and the cultists on this level; under Shyrg's influence, her cultists have come to see the gnolls as crude thugs who don't deserve the glories offered by Kerzit.

Shyrg is a darkly attractive human woman with short black hair and an intensity to her eyes found only in the fanatic. She was forced to live with the scars from Hogh's *fireball* for many years before she could afford to have them magically healed, and on some level she still feels self-conscious about her appearance. As a result, she is prone to react to compliments or offers of friendship with anger (misinterpreting the act as sarcasm), and any Diplomacy checks made to adjust her attitude (which most likely starts out as hostile toward the PCs) suffer a –5 penalty.

Shryg, Female Human Wiz8/Ftr4/Eldritch Knight 4: CR 16; Medium humanoid (human); HD 8d6+16 plus 4d10+2 plus 4d6+8; hp 107; Init +5; Spd 30 ft.; AC 26, touch 16, flat-footed 22; Base Atk +12; Grp +13; Atk +20 melee (1d4+5/15–20, +2 *human bane keen kukri*); Full Atk +18/+13/+8 melee (1d4+5/17–20, +2 *human bane keen kukri*) and +18/+13 melee (1d4+3, +2 *kukri*); SA spells; SQ rat familiar; AL CE; SV Fort +13, Ref +11, Will +12; Str 12, Dex 21, Con 14, Int 18, Wis 18, Cha 8.

***Contingency* in Effect**: If Shryg is about to be subjected to fire damage (such as if she realizes an enemy spellcaster is casting *fireball*, or she is about to be breathed on by a red dragon), a *protection from energy (fire)* spell activates on her.

Skills: Concentration +18, Decipher Script +20, Intimidate +18, Knowledge (arcana) +20, Knowledge (religion) +9, Knowledge (the planes) +18, Sense Motive +11, Spellcraft +22.

Feats: Alertness (as long as rat familiar is in arm's reach), Craft Magic Arms and Armor, Craft Wand, Eschew Materials, Improved Two-Weapon Fighting, Lightning Reflexes, Quick Draw, Scribe Scroll, Still Spell, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri), Weapon Specialization (kukri).

Languages: Common, Abyssal, Gnoll.

Spells Prepared (4/5/5/5/4/2/1; save DC = 14 + spell level; caster level 11): 0—*detect magic, flare*, light, mage hand*; 1st—*comprehend languages, hold portal*, identify, magic missile, shocking grasp*; 2nd—*blindness/deafness*, blur*, ray of enfeeblement* (still)*, *rope trick, spider climb*; 3rd—*arcane sight, hold person, invisibility* (still)*, *scorching ray* (still)*, *slow*; 4th—*dimension door*, gaseous form* (still)*, *haste* (still)*, *lightning bolt* (still)*; 5th—*teleport*, wall of fire* (still)*; 6th—*analyze dweomer*.

*This spell has no somatic or material components and does not suffer a chance of arcane spell failure.

Possessions: +2 *human bane keen kukri*, +2 *kukri*, +3 *elven chainmail, amulet of natural armor* +2, *ring of protection* +2, *gloves of dexterity* +4, *wand of fireball* (caster level 8, 41

charges), *wand of magic missile* (caster level 9, 17 charges), contingency statuette worth 1,500 gp.

Treasure: The majority of Shyrg's treasure consists of her gear; she has little interest in collecting and hoarding gems and art objects like most adventurers seem to. Her belongings in this room are simple and functional. The one exception is the contents of the coffer near her bed.

This coffer is locked with an *arcane lock* spell (caster level 11) and a good lock (Open Lock DC 40). Inside, Shryg keeps what little personal wealth she has (325 gp and 39 pp) along with her spellbook. Shryg's view on collecting spells is similar to her view on collecting treasure; as a result, her spell collection is a bit less impressive than one would expect, but the spells she does have are solid and useful. In addition to all of the spells she has currently prepared, the spellbook contains the following spells: all cantrips, *arcane lock, contingency, geas, greater magic weapon, keen edge,* and *sending.*

82. Gruesome Chamber (EL 7 to 12)

The walls, floor, and even ceiling of this bare room are caked with blood, viscera, and bits of flesh in varying stages of decay and moisture.

Creatures: This room is a favored resting place for the eight colchiln that lurk on this level, and they often come here to feed. Since colchiln use their claws to slash and pulp their meals, they tend to be messy eaters. Roll 1d4+2 to determine how many colchiln are encountered here if the PCs reach this area without raising the alarm. Remember that there are only eight wandering colchiln lurking on the level, so if the PCs have already killed several of them the amount encountered here should be adjusted accordingly.

Colchiln (1d4+2): hp 108 each; see Appendix 2.

83. Torture Chamber (EL 15)

This oddly shaped room is obviously a well-stocked torture chamber. All of the standard appliances are here; the iron maiden, the rack, cages, strappados, a fire pit, and several tables covered with tongs and pliers and knives and hooks. The entire place is lit with guttering torches. Four cells are built into the room's irregular corners.

This torture chamber was built and stocked by Tomorast to interrogate prisoners, but in practice it's been used more on his own followers who have, in one way or another, aroused his ire and wrath. Currently there are three prisoners here; only cell C is empty.

Creatures: Three highly skilled assassins serve Eli Tomorast here as both jailers and torturers. These three are named Korian, Lesiter, and Drueth, and they take great joy and pleasure in their jobs. If they aren't aware that the PCs are in the complex, they are either in the process of torturing one of the prisoners (70% chance, in which case all three are here) or playing a game of cards (30% chance, in which case all three are in area 84 instead).

There are currently three prisoners kept in this room. Cell A (to the north) contains a dying human named Rexus Kirian (human male Exp1), a merchant from Hardby who was snatched from his caravan on the way through the Abbor-Alz toward Nyrond by a group of Seeker mercenaries who mistook him for someone else. The assassins have since determined that Rexus has nothing they need, but they keep him around anyway because the irony amuses them and he's good to practice on.

Cell B (to the east) contains a barely conscious Seeker guard named Rollo, a brute of a thug caught robbing Aldest and Nemill's room (area 33). Rather than execute him on the spot, the two Seekers were angry enough to turn him over to the torturers for a slow, lingering death.

Cell C is empty, but Cell D is not; it contains an unconscious githyanki woman named Aan'achi. An exile from the githyanki city of Tu'narath, she used plane shift to escape capture after her people discovered her religious views, appearing out of nowhere a few days ago in area 78. Already wounded and with no spells left, she was quickly subdued by the cultists and brought here for evaluation. The three assassins recognize that she's a githyanki and have sent word to Tomorast for advice, but have not heard back on how to deal with her yet. For now, the assassins have been preventing her from getting any rest or preparing spells by tormenting and torturing her.

Korian, Lesiter, and Drueth, Male Human Rog7/Asn5 (3): CR 12; Medium humanoid (human); HD 12d6; hp 42 each; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 16; Base Atk +8; Grp +9; Atk +13 melee (1d4+2, *dagger of venom*) or +13 ranged (1d4+1, thrown masterwork dagger); Full Atk +13/+8 melee (1d4+2, *dagger of venom*) or +13 ranged (1d4+1, thrown masterwork dagger); SA death attack, sneak attack +7d6, spells; SQ evasion, poison use, trapfinding, trap sense +2, improved uncanny dodge; AL CE; SV Fort +3 (+5 against poison), Ref +13, Will +2; Str 12, Dex 18, Con 10, Int 14, Wis 8, Cha 13.

Skills: Balance +6, Bluff +16, Craft (torture device) +12; Diplomacy +3, Disguise +11 (+13 acting), Escape Artist +4 (+6 with ropes), Gather Information +11, Hide +19, Intimidate +18, Jump +3, Listen +14, Move Silently +19, Sense Motive +14, Spot +14, Tumble +14, Use Rope +14.

Feats: Blind-Fight, Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Weapon Finesse.

Languages: Common, Abyssal, Gnoll.

Possessions: *Dagger of venom*, 5 masterwork daggers, *+2 shadow silent moves chain shirt, slippers of spider climbing*, 5 doses of large scorpion venom.

Rollo, Male Human Seeker Guard: hp 47 (currently 2), see area 25 (currently has no possessions).

Aan'achi, Female Githyanki Clr 10 (Olidammara): CR 11; Medium humanoid (extraplanar); HD 12d8+24; hp 94

(currently stabilized at –5); Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +7; Grp +6; Atk +6 melee (1d3–1, unarmed strike); Full Atk +6/+1 melee (1d3–1, unarmed strike); SA spells, turn/rebuke undead, psionics; SQ darkvision 60 ft., spell resistance 15; AL CN; SV Fort +9, Ref +4, Will +9; Str 8, Dex 12, Con 15, Int 14, Wis 15, Cha 12.

Skills: Bluff +14, Concentration +15, Diplomacy +3, Disguise +1 (+3 acting), Hide +14, Intimidate +3, Knowledge (religion) +15.

Feats: Combat Expertise, Exotic Weapon (nunchaku), Improved Disarm, Weapon Finesse.

Psionics: 3/day—*blur*, *daze* (DC 11), *dimension door*, *mage hand*, *telekinesis* (DC 16). 1/day—*plane shift* (DC 18). Caster level 10.

Spells (6/4+1/4+1/3+1/2+1/2+1, save DC 12 + spell level): No spells currently prepared.

Domains: Luck (reroll one die roll 1/day), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Aan'achi's possessions are in area **84**.

Tactics: If the three assassins hear the PCs coming, they abandon their victim and quickly climb up near the ceiling and into the shadows where they hide. All three victims are far too afraid of the assassins to dare give their positions away to the PCs. The assassins each select a different PC to study for three rounds before making death attacks; once combat begins the assassins make use of trip attacks in an attempt to get a PC to fall into a torture device. A PC that is tripped must also make a Reflex save (DC 12) to avoid landing in or on a device for 1d6 points of piercing damage. If things go against the assassins, they make for the nearest prisoner and use him or her as a hostage to bargain for their life.

Development: Rexus Kirian is insane with pain and horror. If rescued, he proves useless and can do little more than gibber and cry until he's healed (curing his insanity requires a *heal* or *greater restoration*). If cured, he wants nothing more than to escape back to Hardby; he promises what he thinks the PCs want in return for rescue, but in fact he was nearly bankrupt when he was caught; his risky trip to Nyrond through the Abbor-Alz to sell several casks of wine was his last chance to avoid destitution. His Bluff check is fairly poor (Bluff +2), and unless the PCs are uncommonly understanding and generous with him, he flees north toward the Lake of Unknown Depths as soon as possible to live out the rest of his life in seclusion.

Rollo is a crass, rude, self-important piece of work, but if rescued he can nevertheless provide the PCs with some valuable information. As a mercenary hired by the Seekers, he knows a fair bit about the layout of Tomorast's Hold, and has heard rumors that those who are indoctrinated into the cult of Kerzit and move down to this level are eventually sacrificed. You can use him to give the PCs other bits of information as you see fit. He now wants only to escape and start a new life elsewhere.

Aan'achi proves to be the most helpful of the three prisoners if rescued. Although she is horribly afraid that her kin are tracking her (they are, but they currently have no idea of where to start looking for her) and is confused and unsure of what world she has stumbled into, she repays kindness with friendship and can become a strong ally, especially if the PCs are in need of a healer (if she is first healed herself and allowed to pray for her spells). If she realizes the PCs have some of her gear, she asks for its return. If the PCs threaten her after reviving her, she simply flees with *dimension door* or *plane shift* and tries her luck elsewhere, although she is loath to use *plane shift* before recovering her gear.

Ad-Hoc Experience Award: Award the PCs XP as if for a CR 10 award for each of the prisoners they rescue from the assassins. Note that for lawful-minded characters, seeing that Rollo faces judgement in a nearby city for his crimes as a mercenary still counts as "releasing" him.

84. Assassin Barracks

Three hammocks hang from hooks in the walls of this circular chamber. A table sits on the floor between two hammocks, its top cluttered with a huge collection of knives, darts, and long thin hooks and chains. A padlocked footlocker sits under the table.

The three assassins found in area **83** live in this room. In their off hours, they've been sharpening and repairing several torture implements they recently found in a crate in area **77**. There's a 30% chance that these assassins are actually here, sharpening and repairing the blades on the table. Otherwise, they can be encountered in area **83**.

Treasure: The footlocker under the table currently contains the gear collected from the githyanki prisoner Aan'achi. This consists of a suit of +2 *chainmail*, a +1 *merciful nunchaku*, a *ring of protection* +1, a *cloak of resistance* +1, a scroll of *dimensional anchor*, and a scroll of *cure serious wounds*.

85. Stairway

A low, five-foot-diameter mound of refuse lies heaped near the base of a flight of stairs here. Growing out of the refuse is a five-foot-tall pale violet mushroom.

This flight of stairs leads up to the secret door at area **27**.

Creature: As in area **73**, the mushroom is a shrieker, placed here to alert the assassins or the varrangoins in area **86** of an intrusion into this level.

Shrieker: hp 11; *Monster Manual* 112.

86. Guardian Room (EL 15)

This strangely shaped room has a shockingly high ceiling that vaults to a height of nearly sixty feet. Several narrow alcoves are carved into the walls near the ceiling. The floor is obscured by what can only be mounds of excrement, judging by the wretched stink of the place.

The mounds in the room are indeed excrement, the leavings of the creatures that nest high in the alcoves above. This filth is up to 3 feet deep in places, and counts as dense rubble (*Dungeon Master's Guide*, page 60). Additionally, wounded characters wallowing in the mess have a chance of catching filth fever (*Dungeon Master's Guide*, page 292).

Creatures: One of Eli's first acts upon returning to Maure Castle was to use a scroll of *gate* to call in a flock of six rager varrangoins and recruit them to serve as guardians for this area. They've done so faithfully for the last three months, especially since Eli periodically stops by with magical trinkets or unconscious victims for the varrangoins.

Rager Varrangoins (6): hp 60 each; *Fiend Folio* 184. If you don't have this resource, you can replace these creatures with half-fiend dire bats advanced to 12 Hit Dice and with 3 levels of barbarian.

Treasure: The varrangoins have collected a fair amount of treasure from Eli, mostly trinkets and minor magic items he found in the Statuary. The treasure is hidden amongst the alcoves near the ceiling, and consists of 540 gp, 260 pp, a pearl necklace worth 1,000 gp, a silver scepter inset with jade tiles worth a total of 1,600 gp, a pouch of ten amethysts worth 100 gp each, a *ring of force shield*, *bracers of armor +2*, a block of *incense of meditation*, a *potion of water breathing*, and a *potion of cat's grace*.

87. Recent Tunnel (EL 14)

About fifty feet to the north, a ten-foot-wide section of the eastern wall of this hallway has been smashed open. Jagged chunks of masonry lie in heaps on the floor, along with twisted bits of metal reinforcements. Beyond, a smooth-walled tunnel extends into darkness.

Tomorast used dozens of *disintegrate* spells over the course of a week to bore this tunnel through the bedrock and into area 99 of the Statuary. Since then, he's used *teleport* spells to move back and forth, yet he's kept this tunnel open so his less magically adept minions can move between the levels as well. The tunnel that connects these two areas is 1,860 feet long.

Creature: Tomorast has not left this hallway unprotected. He used a *binding* spell (using the *hedged prison* effect) to bind a rukarazyll to this hallway; the hedged prison allows the rukarazyll to move along the length of the tunnel but not beyond it. Tomorast has gained the creature's cooperation by working a freedom clause into the binding; if the rukarazyll kills 101 good creatures, it can go free. As a result, the monster maintains its *detect good* spell-like ability at all times, and attacks any good creatures that try to pass down the tunnel.

Rukarazyll: hp 102; *Monster Manual II* 181. If you don't have this resource, you can replace the rukarazyll with a 16-HD night hag.

88. Priest Chambers (EL 9+)

Six shabby beds crowd this room, each of which shares a nightstand with the bed next to it. Dire paintings of demons cavorting with and eating humans are painted on the walls; the paintings are lurid but not particularly skillful in their execution.

Creatures: The six clerics that serve Shryg and help her to maintain a level of fanaticism and devotion in the cultists reside here. Unlike the cultists, these six serve Shryg out of actual faith and devotion to chaos and evil (as exemplified by Kerzit), and do not partake of the vodare used by the less faithful cultists. In fact, these once-human clerics are so devoted to their cause that they've undergone a vile ritual that has infused their bodies and souls with the taint of Kerzit. Now half-fiends, these clerics have black fur on their bodies, partially wolf-like visages, and terrible clawed hands and feet.

Roll 1d6 to determine how many of the clerics are present here if the PCs arrive without alerting the temple.

Clerics of Kerzit, Half-Fiend Human Clr7 (6): hp 49 each; *Monster Manual* 147.

89. Prison

This barren room smells stale. Several empty manacles hang from the north wall, and a nasty layer of vermin-haunted straw covers the floor.

The cultists use this room to imprison both intruders and members of their own who lose their passion for Kerzit. The cell is currently empty, but if any PCs are captured, they may end up here for a short time before being sacrificed to Kerzit.

90. Antechamber

The hallway leading to this room is covered with black carpeting and is illuminated by twenty-four sconce-held torches. The room itself is lit only by a single torch that sheds its light upon a checkered glass mosaic along the northern wall. These reflections illuminate the room in a variegated mass of colors, including light reds, dull oranges, off-whites, stony grays, and soft blues. The floor is covered with more of the thick black carpeting. Large black pillows are spread everywhere throughout the room, and burgundy-stained wooden stands adorn each corner. A brass incense burner sits atop each stand.

Each of the incense burners contains a dose of mildly intoxicating incense. When all four burners are lit, the room quickly fills with pale green smoke. Anyone who breathes this smoke must make a Fortitude save (DC 12) each round or become dazed for one minute.

This room is used as a lounge by the cultists; the swirling colors and the slightly intoxicating fumes that rise from the incense burners when they are lit help to clear their minds and ready them for rituals in the nearby Chapel. If the Kerzit cultists have not yet been alerted to the PCs' presence, there's a 25% chance that 1d4 of the clerics from area **88** are here relaxing on the pillows.

91. Robe Room

This room is filled with many long racks on which hang black robes; it looks like there are nearly 100 robes in all here.

These robes, woven for the cultists by Arley, are worn during rituals and ceremonies in the Chapel. Although the 98 robes in here may worry the PCs, there are in fact many more robes than cultists due to the high turnover of initiates in the lower ranks of the cult, since most new members are sacrificed to Kerzit.

92. Sacrifice Preparation Chamber

A long, thin table, twelve feet long but only three feet wide, sits in the middle of this room. Manacles are attached to the table's edges, three feet from either end.

A large cabinet stands against the western wall, its face carved to resemble a leering wolf. The ceiling is painted in a similar motif, so that anyone lying on the table looks up and into the cavernous jaws of the feral creature.

The cultists use this area to prepare human sacrifices to Kerzit. Most of their sacrifices are willing cultists who believe that, in being so sacrificed and eaten by the demon, their bodies and souls are reborn on the Abyss in a more powerful form. The manacles are for those sacrifices who know better.

93. Eli's Enforcer (EL 14)

This strangely shaped room almost looks as if someone forgot to finish building it; the vaulted, forty-foot-high ceiling remains rough and unworked, and several stalactites still hang from it. The walls are hung with vile tapestries depicting all manner of atrocities being inflicted upon naked men and women. The room itself is furnished with little more than a few low stone tables and crude chairs. A large stone throne squats to the east before an opening in the wall; the throne is crudely carved to depict dozens of tentacles and snakes intertwined into a roughly chair-shaped mass.

Eli knew that Shryg's cultists and the Claws of Yeenoghu wouldn't get along, but for now he feels he still needs the support of both groups. Rather than work with them to try to help them come to terms, he decided to call upon a demonic ally named Turlathane.

Creature: Turlathane is a massive, bloated, foul-smelling, dripping nalfeshnee demon who quite enjoys his current assignment here. Tomorast has had a long allegiance to the nalfeshnee, as it was with the aid of Turlathane's mistress (a powerful marilith cleric named Skothyx) that Eli was able to graft his demonic arms to his body. Tomorast gave Turlathane a *rod of splendor* he stole only a few weeks after he was *resurrected* by Yug-Anark. The demon covets the *rod*, especially its ability to garb him in finery and jewels. In combat, he carries the *rod* in one hand; this takes away one of his claw attacks but increases his Charisma by +4 to 24. As long as he carries the rod, the save DCs for his smite attack and his spell-like abilities increase by +2.

Since Turlathane often uses his ability to *summon tanar'ri* to call up vrocks or hezrous to entertain himself, there's a 50% chance he's used one of his summonings for the day when encountered. If this is the case, there's a 10% chance that 1d4 summoned vrocks are here as well, fighting each other to the death for the nalfeshnee's amusement.

Turlathane, Male Nalfeshnee: hp 180; *Monster Manual* 45.

Tactics: Turlathane, in theory, intervenes when the gnolls and the cultists grow too aggressive. He favors neither side, and if he hears combat break out he may come to investigate. If he sees either group battling the PCs, he won't step into combat. He will, however, quickly *teleport* to Eli's side to warn him before *teleporting* back here to keep an eye on things. If the PCs manage to defeat the guardians of the chapel (area 94), he arrives with any demons he summons to finish off the (presumably) weakened PCs. Turlathane does not fight to the death; if reduced to 30 hp or less, he teleports back to Eli, reports the development to him, and then leaves to heal his wounds elsewhere.

Treasure: There are eight tapestries hanging from the walls here, all expertly woven by Arley at Eli's request to serve as gifts to Turlathane. Despite their morbid subjects, each is quite valuable and worth 1,000 gp.

94. The Chapel of Kerzit (EL 14–20)

This huge chamber is lit by complex lanterns that hang from the ceiling by iron chains; each iron lantern is fashioned in the shape of a leering wolf-like visage so the flickering orange light pours from the eyes and gaping maw. Vapors drool from the lanterns, filling the entire room with a somewhat rancid stink not unlike stale flowers mixed with wet fur.

The room itself is some kind of vast chapel. A massive curtain of black and silver hangs in the back of the room, the majority of which is filled with four rows of wooden pews. These pews face a five-foot-high upraised area to the northwest, on which a large granite altar sits. A silver ewer and an obsidian ritual dagger sit atop the altar, and two granite statues of kneeling slaves flank the altar. At the back of the raised area, a semi-circular archway is set into the wall. A wolf-like head, similar in shape to the lanterns that hang from the ceiling, is carved into each of the archway's sides. The space beyond the archway seethes and roils, a misty cloud of vapor and liquescent fumes that unsettles the stomach to look at for too long.

A ten-foot-wide walkway runs along the west wall, attaching the pulpit area to a second upraised area to the southwest on which stand a pair of two-foot-tall statues of greenish porphyry that depict wolf-headed men. Each holds a whip shaped like an octopus tentacle.

This intimidating chamber is the Chapel of Kerzit. Eli built this chamber for the purpose of forming a place of worship that should intimidate both the faithful and the intruder. Of course, the cult itself doesn't number nearly enough faithful to come close to filling this chamber to capacity, but the room itself remains imposing.

The secret door in the south wall is particularly well hidden, and can be found with a successful Search check (DC 30). It is opened by pulling down on both of the octopus tentacle whips held by the two statues that stand astride it.

The strange archway filled with swirling mist set into the northwest wall radiates strong conjuration magic. This is a portal (treat as a permanent *gate* spell) that leads to a layer of the Abyss ruled by no demon prince but contested by many. The portal is usually not active; it can be made active by spilling the lifeblood of a living creature on the altar, at which point the two-way portal activates and remains active for 10 minutes. There is no way to activate the portal on the other side, so people who move through it may become stranded. Details of the realm on the other side of the portal are left to you to devise.

This entire area is under the effects of an *unhallow* spell (caster level 16). This grants all creatures in the room a +2 deflection bonus to AC and a +2 resistance bonus on saving throws against attacks from good creatures. It also prevents mental control over any creatures in the room, and prevents summoned creatures from contacting any targets in the room. All turning checks made to turn undead take a –4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Finally, all chaotic evil creatures in the room gain the effects of *death ward*.

Creatures: What foes the PCs encounter here depends largely upon how they've progressed through the dungeon so far, and if the Kerzit cultists and the Claws of Yeenoghu are aware of them. The EL for this encounter thus varies, depending on what creatures are present when the PCs arrive.

EL 14: If the PCs manage to reach this chamber without raising the alert, they find the chamber apparently empty. In fact, Eli has bound a nabassu demon to this chamber as a guardian. The nabassu typically lurks in hiding near where the curtain connects to the north wall.

EL 18: If the PCs arrive in the chapel during a cult ceremony (10% chance, unless they deliberately wait for a ceremony to investigate this room), then there are also 12 cultists, four clerics of Kerzit, Shyrg, and the nabassu.

EL 19: If the PCs attacked Yug-Anark or the gnolls on this level, they retreat to this area to defend the Chapel. Since there's no love lost between the Claws of Yeenoghu and the cultists of Kerzit, the gnolls don't bother to let the cultists know about the PCs. In this case, the room contains Yug-Anark, Torakian, six Claws of Yeenoghu, and the nabassu.

EL 19: If the PCs attacked the cultists, or if any of the Seekers made it down to this level to alert the cultists, Shryg gathers her six clerics and calls upon Lyral Zandrill and the nabassu for additional aid to defend the Chapel. She does not alert the gnolls of the PCs' presence in the dungeon.

EL 20: The worst-case scenario for the PCs (and unfortunately, the most likely) sees both the cultists and the gnolls joining forces to defend the Chapel after the PCs fight both factions earlier in the adventure. In this case, this room contains Shryg, Yug-Anark, Torakian, Lyral, six Claws of Yeenoghu, six clerics of Kerzit, and the nabassu.

- **Nabassu (mature)**: hp 211; see Appendix 2.
- **Cultists (12)**: hp 47; see area 78.
- **Clerics of Kerzit (4 or 6)**: hp 49, see area 88.
- **Claws of Yeenoghu (6)**: hp 85, see area 61.
- **Torakian**: hp 79, see area 66.
- **Lyral Zandrill**: hp 65, see area 52.
- **Shyrg**: hp 107, see area 81.
- **Yug-Anark**: hp 151, see area 36.

Tactics: Make sure you're familiar with the capabilities of all the NPCs encountered in this chamber; the first battle the PCs have here is going to be a complicated one. Chances are that they'll find the defenders of the Chapel to be far too strong to take down on an initial assault, and they may need to make multiple attacks here before gaining victory. Favored tactics for all the possible NPCs encountered here are detailed separately below.

Nabassu: The nabassu demon starts combat by attempting to summon a glabrezu and then three blood fiends (*Fiend Folio*, p. 47), all over the course of four rounds and from hiding. Once it has summoned all the aid it can, it emerges from hiding to make a sneak attack, then uses its fly speed to stay out of melee and use spell-like abilities and gaze attacks. If things look particularly dire, the nabassu switches its gaze weapon to cause death. Since it's bound here by a *binding spell*, it cannot use *greater teleport* to escape death, but it can use it to quickly move from one end of the room to the other.

Cultists: Cultists encountered here are fanatic and bloodthirsty. They rush up to the PCs to engage them in melee and fight to the death.

Priests of Kerzit: The priests of Kerzit remain near Shryg, using their magic to protect their leader.

Claws of Yeenoghu: The Claws of Yeenoghu split into two groups. Two gnolls hang back to protect Yug-Anark, while the other four move out to engage enemy spellcasters.

Torakian: Torakian starts the battle by inspiring courage in all of his allies in the room (this does not include the cultists or Seekers). He then hangs back and casts spells on enemy fighters, rogues, and other targets that look like they'd have poor Will saves. If some of the Claws start to look haggard or close to death, he uses inspire greatness to give them a temporary boost in hit points and attacks.

Lyral Zandrill: Lyral begins the battle by readying an action to shoot any spellcasters with her crossbow in an attempt to disrupt

their spells. She's eager to enter melee combat, though, and does so without hesitation a few rounds into the combat.

Shyrg: Shyrg spends the first few rounds of combat casting defensive spells (*haste, spider climb,* and *blur*), then clambers up to the roof above to use her offensive spells. If engaged in melee, she fights back with her kukris.

Yug-Anark: The spiritual leader of the gnolls relies on two of the Claws of Yeenoghu to protect her while she casts spells upon the enemy. She has no fear of using her destructive spells (*whirlwind of teeth, blade barrier, flame strike, chaos hammer*) here, but she always opens combat by using *summon monster VIII* to summon a vrock to attack enemy healers.

Treasure: The ewer and dagger on the altar are both caked with dried blood, but are nevertheless valuable. The ewer is worth 220 gp, and the dagger is an adamantine dagger.

Development: It's likely that the PCs return to this room multiple times in an attempt to finish off all of the NPCs who protect it. Both Yug-Anark and Shyrg do their best to "restock" anyone slain with cultists and gnolls drawn from other locations. Yug-Anark can even raise some of the gnoll forces from the dead if necessary; she won't offer this service to Shyrg or her cultists, though.

Ad-Hoc Experience Award: Due to the presence of the *unhallow* spell, award an additional 10% to experience for this fight.

95. Marble Fresco Room (EL 16)

The walls and floor here consist of carefully inlaid five-foot-square slabs of black marble. A large silver and black fresco covers the entire eastern wall. Depicted here is a silver-masked human who offers a bowl to an amorphous black shape. The entity's full features cannot be deciphered due to a (deliberately?) poor rendering by the artist. This tall, many-armed creature appears to be in a waiting pose.

The many-armed creature shown here is Kerzit, and the human depicted is Eli Tomorast before he gained his demonic arms. The mask he wears is in emulation of the Elders of the Lost City, who wore Chaos Masks when dealing with demons and other forces from outside the realm of sanity.

Creatures: After he killed Tomorast 25 years ago, Mordenkainen and his allies found their way into this area and thence to the Charnel Caverns, where the Mage of Greyhawk was able to create a magical duplicate of the *Tome of the Black Heart*. Eli Tomorast learned from this experience, and called and bound a pair of nabassu demons to guard this room and prevent entry by anyone but himself. The nabassus lurk in the folds of the curtain to the south, and leap out to sneak attack and gaze at anyone other than Tomorast who tries to move through this chamber.

Nabassus (2): hp 202, 194; see Appendix 2.

96. Dressing Room

This appears to be some sort of preparation room. A table sits against the northern wall, on which sit several objects: a black robe, a solid mask carved in the likeness of a leering wolf-headed being with black fangs, a dagger, a black ring, and a silver staff capped with an onyx skull.

This is where Tomorast readies himself to visit Kerzit. He dons all of the objects on the table, then slowly proceeds into the Charnel Caverns. During this procession, he must chant a repetitive verse (known to him alone) that contains Kerzit's true name. As long as he continues this incantation, Kerzit remains at a respectable distance (30 feet) and does not attack him.

Treasure: While the black robe is fairly standard, the other objects on the table are rather valuable. The silver face mask is worth 450 gp. The dagger is a *+3 cold iron dagger*. The staff is a masterwork quarterstaff and a work of art worth 1,212 gp.

97 Study

A simple black curtain covers the entrance to this room, which is painted dull black. Located here are a small table, a chair, several candles, a scattering of scrolls and small librams, a cask of water, and a silver cup.

Tomorast uses this fasting and study area to pore over the *Tome of the Black Heart*. For three days straight, he studies the volume, partaking of nothing but water from the cask.

Treasure: The scrolls and tomes are all discarded materials from earlier studies; none make sense or have any power or value. The silver cup is worth 50 gp.

98. Charnel Caverns (EL 18)

This rough-hewn area reeks with a cloying, almost feral musk. Bones, skulls, and some complete skeletal remains are present. Strangely bloated and misshapen rats mingle in the ghoulish debris.

This large cavern is all that remains of what was once a fairly extensive network of caves. When Eli Tomorast transformed the majority of the caverns into the dungeon as it exists today, he left this section untouched as a suitable lair for Kerzit once he called the demon using the *Tome of the Black Heart*.

Creature: Kerzit's imprisonment in these caverns has left the entire area infused with his taint; *detect evil* and *detect chaos* detect lingering chaos and evil throughout the caverns. As the PCs move deeper and deeper into these caverns, they find additional body parts, most skeletal but a few fresh ones. These bodies are the remains of cultists that have been sacrificed to Kerzit.

Tomorast's first task when he visits Kerzit is to render a sacrifice. Then, still chanting, he proceeds to area 98c to recover the *Tome of the Black Heart*, as he has done many times in the past. He then returns, still chanting, to area 97 to study the volume for three days without rest. Then, resuming his chant, he returns it to area 98c.

The process is quite exhausting, and requires Eli to make a successful Concentration check (DC 25) or he falters and Kerzit can attack him. So far, this hasn't come to pass, but each time Eli visits, Kerzit is ready in case he does.

Kerzit has been trapped here ever since Eli Tomorast used the *Tome of the Black Heart* to bind the demonic guardian to these caverns over 25 years ago. While Kerzit rankles at the servitude, he does enjoy the sacrifices that Eli and his cultists supply him with, especially after a quarter of a century spent with only infrequent visits from underinformed treasure seekers. Kerzit kept a few of these doomed adventurers alive for a few months to talk to or even torment, but in the end, they all perished. The lucky ones were only eaten.

When the PCs enter the cavern, roll 1d4 to determine the location (a, b, c, or d) in which Kerzit currently lurks. With his +33 Listen check, Kerzit can easily hear the PCs as they enter the cave system unless they take pains to move silently. If he hears them, Kerzit immediately attempts to summon 1d4+1 glabrezu and then 1d6+1 hezrou to send after the PCs. That done, he waits for a fight to start and then *teleports* into the midst to attack just after he casts *unholy aura* on himself. If the PCs don't alert Kerzit, they may be able to hear the telltale sound of the demon moving around in nearby caves as his massive talons click upon the stony floor (Listen check DC 0, modified by distance).

Kerzit: hp 324; see Appendix 2.

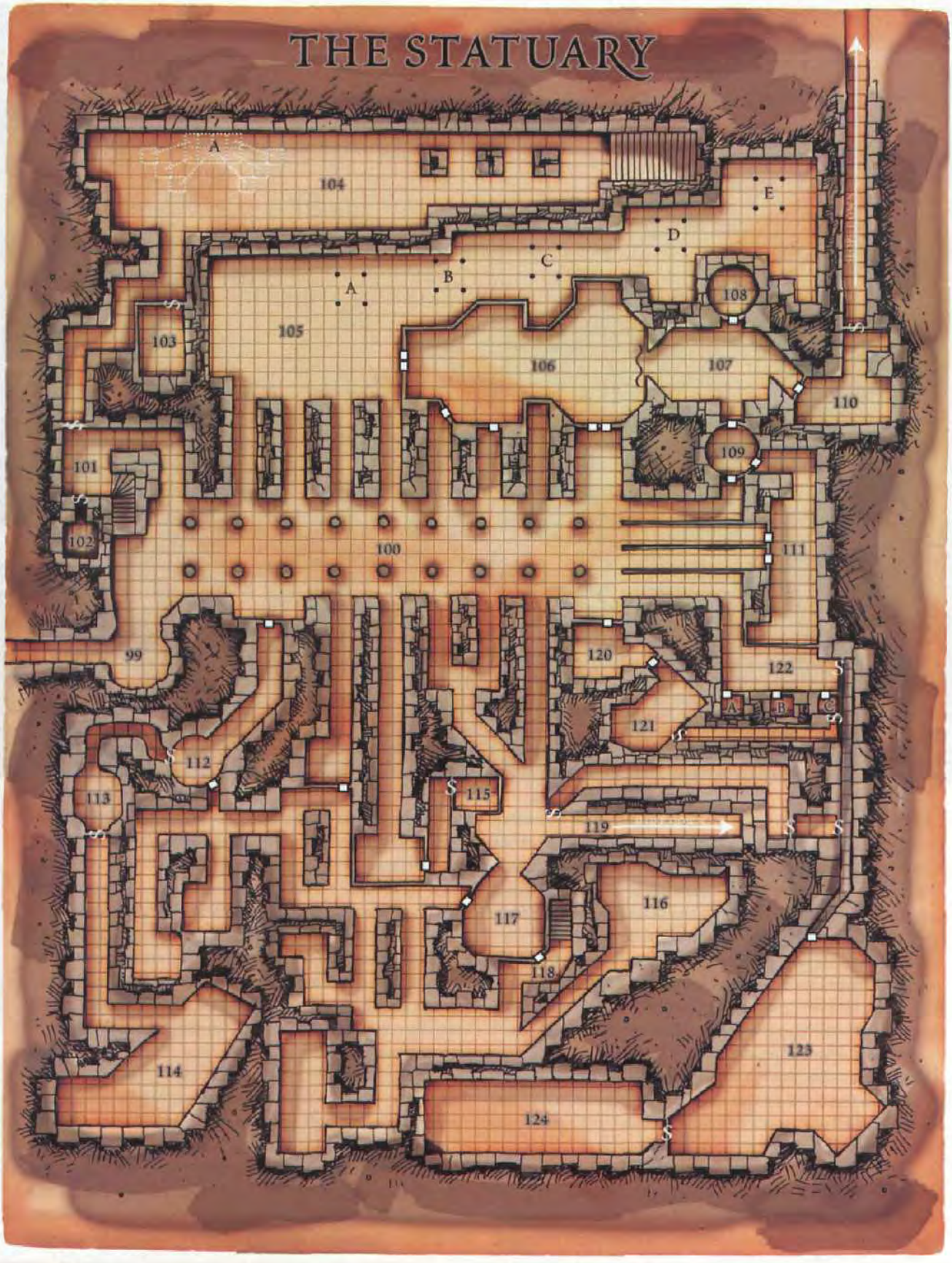
Tactics: Kerzit relies on overpowering his opponents through melee, supplementing his first three rounds of attacks with quickened *unholy blights*. Although his immunities and spell resistance afford excellent protection from spellcasters, Kerzit remains wary of them and sends any summoned demons to melee with them while he focuses his attacks on the strongest-looking enemy. Only if hard pressed does he resort to using *weird* (since he enjoys the sensation of his jaws and claws against tender mortal flesh). If seriously threatened, he *teleports* elsewhere in this cavern (he currently cannot *teleport* out of this area), uses *heal*, waits for any short-duration spells that the PCs may have running to expire (usually 1d6+6 minutes after a fight), then listens for them again so he can *teleport* back and start the fight again.

Kerzit can pursue the PCs as far as the entrance to these caves. He cannot proceed beyond this area unless the *Tome of the Black Heart* is stolen or destroyed.

Treasure: At area 98c, an 18-inch-square iron box lies upon a slab of stone near the northwestern wall. The box is not locked; inside is a damp, leather-bound volume. This is the *Tome of the Black Heart*, and it is detailed in Appendix 1.

Development: If the *Tome of the Black Heart* is taken from area 98c without the proper chant, the bindings that keep Kerzit here are shattered and he immediately begins to track down the *Tome*. Once he recovers it, he *teleports* away to parts unknown. If the *Tome* is destroyed, Kerzit is driven insane with rage. In this case, he vents his fury upon the inhabitants of these dungeon levels (although he does not attack the iron golem), and then proceeds to the world above, heading toward (roll 1d6): 1–3 = Greyhawk City, 4–5 = Hardby, 6 = the Bright Desert. ■

MOUNT ZOGON
THE KOBALDS IN THE CAVE NEXT DOOR HAVE BEEN VERY NICE TO US SINCE WE MOVED IN, DON'T YOU THINK? BRINGING US FOOD, WATER, CANDLES...
YES, VERY WELCOMING.
THEY PROBABLY FEAR ME, WHICH IS WHY THEY WANT TO APPEASE ME... TO GET ON MY GOOD SIDE! ... SO I WON'T VIEW THEM AS A THREAT!!!
UH...
THAT WAY... ONE DAY... MAYBE NEXT WEEK, MAYBE TOMORROW... WHEN I'M ASLEEP, FEELING SAFE.. THEY CAN ATTACK AND MURDER ME!!--WHILE I'M HELPLESS!!!
SUMMON THE ARMY OF OOZES, MUSHROOM! TODAY ALL THE KOBALDS DIE!!!!
UH... DID I COME AT A BAD TIME?
BY TONY MOSELEY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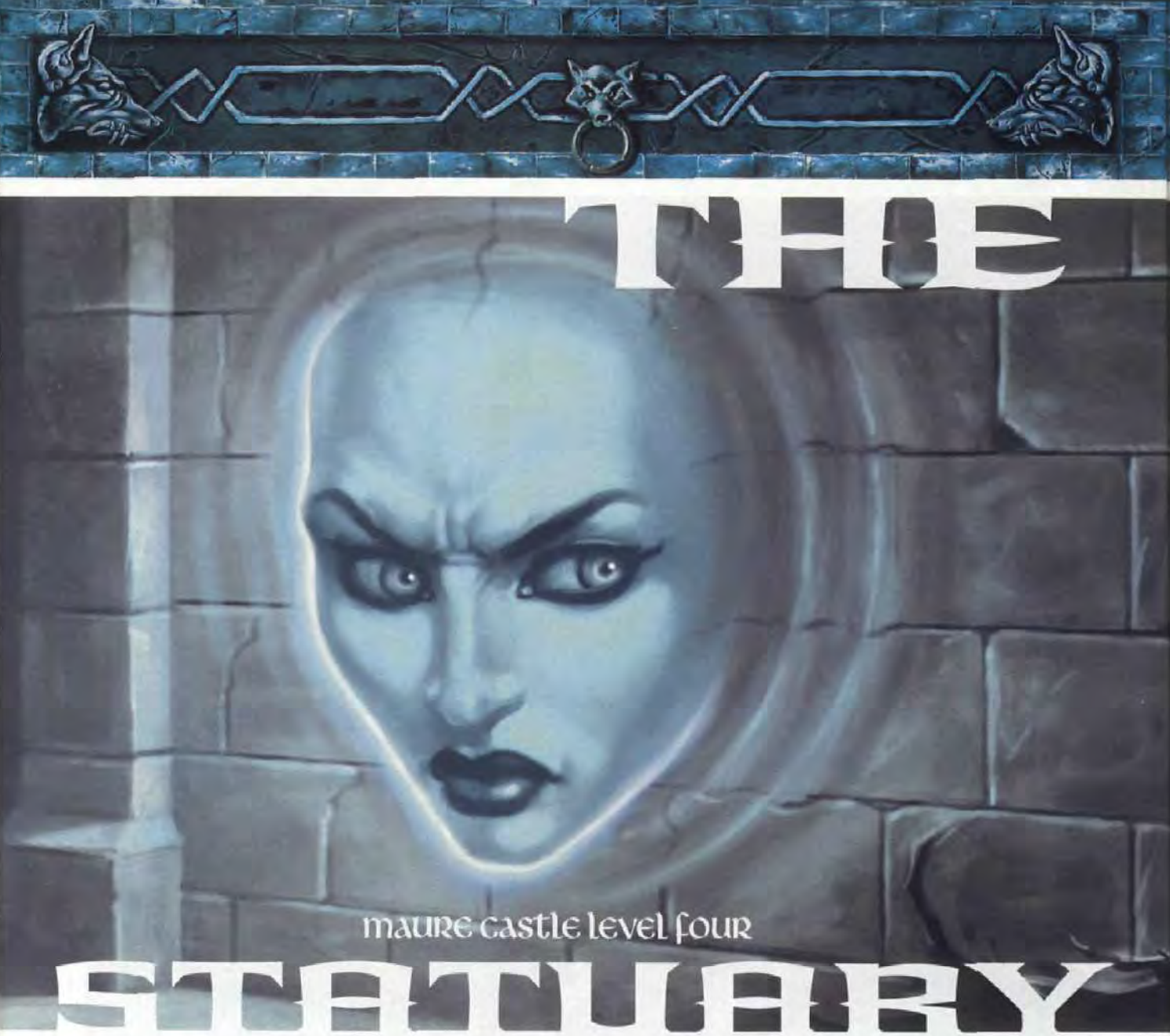

THE STATUARY

maure castle level four

The Statuary was originally created to honor House Maure, showcasing stone statues of prominent family members and relics and artifacts from the House's illustrious history. The level's creators stocked it with guardians and traps, and it has since been invaded by the Id Core, an evil force psychically created by the collective will of House Maure's most wicked scions. The Id Core's power is immense, as it has grown in the centuries since the family's fall and is now nurtured by beings that the Maure warlocks and necromancers summoned and at one time controlled.

Centuries ago, the Statuary housed Afelbain, a potent Maure necromancer instrumental in the construction of the castle's lower dungeons. After the completion of this task, the Maure patriarch, a mysterious and ancient figure known only as "Uncle," ordered Afelbain to raise and maintain an army of undead servitors that would enforce the family's will upon their return from seclusion. But it was not to be. Afelbain died in the magical catastrophe that ruined his family, leaving the halls of the Statuary to the general of his undead army, a twisted sorcerer named Aeltoqq.

In Afelbain's horrific diary the general discovered mention of the Maure's chief deity, an Abyssal entity referred to only as "Y." Delving deep into the lore of his former master, Aeltoqq discovered a means by which to transform himself into a lich, ensuring that his work could continue through the centuries. It became clear to him that he was the only salvation left to the House of Maure. If he could penetrate the dungeon's lower levels and summon "Y," nothing could ever be denied him.

In the century following the fall of the House of Maure, the sinister force of the Id Core slowly emerged, filling one of the level's southern chambers with a whirling vortex of blue energy. Today, the Core has spawned dozens of "maurid" creatures, physical manifestations of the collective memories of Maure scions. But the first manifestation was different. Somehow, through sheer force of will, Afelbain himself managed to transcend death by emerging from the

Id Core as a maurid creature with the memories of his former self and the powers of a being of pure thought.

In the centuries that have followed, Aeltoqq and Afelbain have struggled endlessly over control of Afelbain's diary, which contains secrets of Maure Castle's dungeons and gives an overview of the entire complex. Each holds a handful of diary pages and controls a fortified section of the dungeon level. Each has also enslaved a group of maurid manifestations to his will, occasionally sending these creatures on forays against the other. The battle has raged for centuries, with the Id Core replacing fallen maurid forces almost as soon as they are destroyed.

Several days ago, Eli Tomorast finished his great tunnel from Kerzit's Fane, becoming the first adventurer to penetrate the lower levels of Maure Castle since they were sealed more than 600 years ago. To date he's limited his expeditions to quick forays in and out of the level. He's encountered a handful of maurid creatures, and has no interest in pushing too deeply into the Statuary before the place has been stabilized and its current inhabitants destroyed.

The Statuary is different than the previous three dungeon levels in that it is open-ended. Numerous shafts, slanted corridors, and stairs lead to higher or lower levels that do not appear in this issue of *Dungeon*. DMs looking for a more self-contained dungeon have two options. In the first, no passage leads from Kerzit's Fane to the Statuary. Eli Tomorast and his companions are instead encountered in area 41 of Tomorast's Hold. Another option is to simply seal off the entrances and exits to the other levels, perhaps by modifying the *guardian shields* that protect them to ban further progress.

The best option, however, is to use the level as written. Treat it as a staging area from which to launch expeditions to the surrounding levels. Perhaps new levels of Maure Castle will appear in future issues of this magazine, but the most rewarding option is to design these levels yourself. Don't be daunted by the immense number of dungeon levels. Maure Castle works best as a nearly endless source of encounters. Pull the party away from the dungeon (perhaps after receiving word from an established NPC that trouble is

delving deeper: the chambers of antiquities

The level above the Statuary is solidly built from granite and very expensive imported marble. Its rooms have been guarded with strong iron-worked doors and valves, magical symbols, and traps to thwart thieves. Such traps include areas that negate magic, immobilize intruders, transport them across the world, or otherwise imprison them. This level is a rogue's nightmare. If legends of it existed, thieves the world over would have it on their list to brag about (and avoid).

The inspiration for this level derived from Uncle's habit of collecting things over the many years of his wandering about the world, realms, and outer planes. The level falls short of a museum, having fewer collections than odd rarities, many of which are still ill understood due to their alien design. Several rooms on this level were used to test these artifacts.

Additionally, the level contains a repository of notes detailing the origins of each sample, the circumstances regarding its procurement, and the known properties of the items. In many cases, these are marked as "nonmagical," "magical," "dangerous," "extremely dangerous," and "avoid contact."

Among the many oddities here is a gargantuan metal construct of many heads which mobilizes to guard the level should any of the rooms be improperly breached.

brewing back at the campaign's home region) just as they approach a level you haven't yet designed. The party should leave with a sense of unfinished business and a desire to one day return, and you've given yourself plenty of time to create new levels they'll explore when they do.

The stonework in the Statuary, typically granite, is just shy of 1,000 years old. Unless otherwise noted, ceiling height remains a constant 10 feet. Doors are of iron.

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28.

Typical Masonry Wall: 1 ft. thick; Hardness 8; hp 90; Break DC 35; Climb DC 15.

Shield Color	Symbol Effects	Key Baton Stone
Gray	*Weakness*	Granite (worth 5 gp)
Red	*Weakness, insanity*	Garnet (worth 100 gp)
Green	*Weakness, insanity, pain*	Emerald (worth 500 gp)
Blue	*Weakness, insanity, pain, fear*	Sapphire (worth 1,000 gp)

Guardian Shields

The *guardian shields* found throughout the Statuary are warded with permanent *symbol* spells, often cunningly interwoven to combine multiple *symbol* effects. There are four different colors of *guardian shield*, each of which bears a different combination of symbols. The *shields* themselves are effectively +5 *heavy adamantine shields* for purposes of hardness and hit points. Additionally, they have spell resistance 32.

The type of *symbol* found on each *shield* is summarized on the table above; each *symbol* effect functions at caster level 20 and activates if any creature approaches within 60 feet (provided the *guardian shield* has line of effect to the target—the victims don't need to see the *shield* to be affected). Each of these *symbols* has been heightened to 9th level spell effects. A functioning *guardian shield* also radiates a *dimension lock* spell to a radius of 50 feet at caster level 20. Creatures with the maurid template cannot approach within 30 feet of the *guardian shields*, nor can any attack or effect created by them affect the *shields*, facts that infuriates Afelbain, who created the *shields* in his former life.

The *symbols* on the *shields* are attuned to a number of different key batons, each of which is of a color to match a specific type of *guardian shield*. A single black baton also exists (though not on this level); this baton functions as a combination baton that is attuned to all four types of *guardian shield*. A key baton is a slim, 1-ft.-long wand topped with gems and stones of the appropriate color. The key baton must be carried openly in a hand in order for it to work. As long as it is so carried, any *guardian shields* attuned to it do not trigger their *symbols*. If the correct key baton is touched to an attuned *guardian shield*, the shield's *symbols* are suppressed for one minute.

If destroyed, a *guardian shield* crumbles to useless flakes of fine metal dust. If the magic of a *shield* is destroyed (with *Mordenkainen's disjunction*, for example), it can be removed from the wall and functions as a heavy adamantine shield. Until such an event, however, no amount of force can destroy the *shield*. If the wall behind the *shield* is destroyed, the *shield* crumbles to dust as well.

Guardian Shield: CR 10; magic device; proximity trigger (*true seeing*); automatic reset; spell effect (*symbols* and *dimensional lock*, 20th-level wizard,

Wandering Encounter Table

Roll	Creature	Hit Points	Source	EL
01–10	Eli Tomorast and company	Area 117	Area 117	19
11–20	Maurid displacer beast pack lords (2)	372	*Monster Manual* 66	15
21–30	Maurid dread wraiths (2)	192	*Monster Manual* 258	14
31–50	Maurid troll hunters (2)	168	*Monster Manual* 247	14
51–80	Maurid guards (4)	108	Area 111	14
81–90	Maurid roper	130	*Monster Manual* 215	13
91–100	Maurid stone golem	170	*Monster Manual* 136	12

DC 23 Fortitude save); Hardness 30; hp 70; spell resistance 32; Search DC 34; Disable Device DC 34.

Wandering Encounters

As the latent dreams and memories of the Maures periodically flare, the Id Core randomly generates maurid monsters. A few of these maurid monsters are tied to rooms and rarely leave, but most of them appear randomly somewhere in the dungeon and wander aimlessly before eventually being killed by other maurid monsters, Eli and company, or Aeltoqq.

Check for wandering encounters once every hour the PCs wander the dungeon. If the PCs fortify an area to set up camp, check for encounters three times during the rest period. The chance of a wandering encounter occurring is 10%. If an encounter is indicated, roll on the table above.

Additionally, several rooms on this level are unlabeled; these represent rooms that Aeltoqq or Eli have already looted and cleaned out. Each time the PCs approach an empty room, there's a 25% chance that a new maurid monster has moved in. Roll on the wandering encounter table to see what has moved in (reroll any results of 01–10).

99. Rubble Room

After venturing nearly two thousand feet along a smooth-walled tunnel heading east, you emerge in a darkened chamber strewn with dirt and rubble. A thick layer of dust coats the ground, marred by several trails of footprints leading from the tunnel to a twenty-foot-wide passage extending into darkness to the north.

The footprints were made by Eli Tomorast and his allies, who are now at area 117. A DC 4 Survival check is enough to distinguish three distinct sets of tracks, one in large boots making deeper impressions and two others treading lightly. After entering area 100, the tracks require a DC 22 Survival check to follow to area 117.

100. Columns of Faces and Symbols

More than a dozen cyclopean stone columns support the dark ceiling of this massive chamber. The cardinal surfaces of each column bear reliefs of human faces. Each face wears a diadem inset with a stylized "M" centered on a raised eight-pointed star. Hundreds of rows of arcane symbols surround the faces, orderly glyphs in some long-forgotten code.

Characters casting *detect evil* in this room encounter countless overwhelmingly evil auras coming from the oldest glyphs and symbols, sigils which appear to have been not so much carved as implanted into the columns. The aura's strength is at level 26, so good-aligned characters of 13th level or lower who *detect evil* in this room risk becoming stunned.

The arcane symbols inscribed on the eighteen columns of this room are wholly indecipherable unless a thorough study is made. For each two hours of examination, a character may make a DC 26 Decipher Script or Knowledge (arcana) check to deduce one of the facts on the list below. Note that castings of *comprehend languages* for this purpose must be made at 12th level or higher to account for the two hours of necessary study.

1. A great demon prince referred to only as "Y" is this family's main deity.

2. Many symbols represent prolonged life and are distinctly necromantic.

3. One symbol, a winged figure, represents the Underworld. (This is Malcanthet, the Mother of Succubi. The symbol resembles the winged figure on the Obscene Tapestry in area 15 and the statue of Malcanthet in area 55. A DC 20 Knowledge (the planes) check reveals the entity's name and title.)

4. Most of the symbols are about 700 years old, but several unmatched irregular collections of glyphs seem impossibly older.

101. Secret Doors and Stairs Up (EL 10)

The tunnel opens into a thirty-foot by twenty-foot rectangular room with sheer walls. Huge red triangles reach down from the ceiling, coming to points at the floor. An arch in the room's southeast corner leads to a set of stairs ascending east for ten feet before turning south into darkness.

The triangle patterns conceal two secret doors, one near the room's northwest corner and another near the center of the south wall. Discovering each door requires a DC 25 Search check.

These stairs ascend for many feet before emptying onto the level above (the Chambers of Antiquities).

Trap: A gray *guardian shield* is affixed to the eastern wall at the stairs' first landing.

102. Trap Door Room (EL 10)

Opening the secret door that leads to this room triggers the gray *guardian shield* positioned on the southern wall.

A short, narrow hallway leads to a fifteen-foot-square room containing several old barrels and a large coil of rope. The southern wall of this chamber bears a large round shield that glows with sickly gray light.

Two of the barrels near the southeast corner conceal a trapdoor opening to a deep 5-ft.-radius shaft. Hand rungs descend 100 feet into darkness to the Family Crypts, two levels below.

Trap: A gray *guardian shield* is affixed to the wall opposite the secret door.

103. Lever Room

The secret door leading to this chamber can be discovered with a successful DC 25 Search check.

> The secret door opens to reveal a twenty-foot by thirty-foot chamber caked with ancient dust. A wave of stale air suggests that the room has not been accessed in some time. A single metal lever extends about three feet from the center of the south wall, currently in the "up" position.

The lever controls the six columns surrounding the shrine at area **104a**. If the lever is pulled downward, the granite columns move out to the positions indicated on the map. PCs within this chamber can make a DC 5 Listen check to notice the loud grinding of stone upon stone coming from the north.

If the lever is left in the "up" position, the columns remain in their usual place, boxing in and completely surrounding the shrine so that it is not viewable or accessible.

104. Three Columns/Nahguud (EL 13+)

The description of this room depends upon the positions of the six columns surrounding the Shrine to the Old Gods (area **104a**). The following text assumes that the position of the lever in area **103** has not been altered. Note that the grinding sound of the columns changing position automatically alerts the room's inhabitant to danger.

> The corridor opens into a cavernous chamber with a forty-foot-high ceiling. An imposing stone wall hugs the inky shadows some forty feet to the north. Twenty feet to the west, a wall extends twenty feet north before falling away into an alcove cloaked in darkness. Six floor-to-ceiling square pillars, each flush with its neighbors, form an irregular outcropping against the north wall. The colossal room continues some distance to the east, but it's impossible to make out more details from this distance.

If the PCs moved the columns via the lever in area **104**, change the text above to reflect the following.

> Six floor-to-ceiling square pillars between the entrance and the north wall partially obscure a low-lying stone slab surmounted by an ivory statue of a three-headed humanoid. Its middle head is obviously human, the right is reminiscent of a gnoll, and the left appears demonic, an outsider with scaled skin and pupil-less orbs for eyes.

This statue served as a site of veneration and healing for the Statuary's ancient residents. It radiates a faint aura of evil. Only the eldest members of the Maure line know its history. Touching each head confers a specific magical result, as determined by the following table. The effects are cumulative per character, but each head can bestow a benefit or bane only once to the same creature within a 24-hour period.

	PC Alignment		
Head	Good/Law	Neutral	Evil/Chaos
Human	A, E	A	A
Gnoll	A, E, G	A	B, C
Demon	E, F, G	A, E	B, C, D

A: The character is healed 1 hit point per point of Constitution.

B: The character is healed 2 hit points per point of Constitution.

C: The character gains one bonus Hit Die (d10), the commensurate number of temporary hit points (apply the character's Constitution modifier, if any), a +1 profane bonus on caster level checks, and a +1 bonus on all attack rolls. These bonuses last 8 hours.

D: The character gains a +1 bonus on all saves for a number of hours equal to 10 + the character's Intelligence modifier.

E: The character suffers a –1 penalty on all saves for 8 hours.

F: The character suffers a –2 penalty on all saves for 8 hours.

G: The character suffers a –3 penalty on all saves for 8 hours.

As the party approaches the eastern wing of the room (area **104b**), read the following.

> A row of three featureless ten-foot-square floor-to-ceiling stone columns dominates the center of the massive room's eastern wing, which continues into darkness further to the east.

The westernmost column bears an *alarm* spell cast by Nahguud, a maurid sorcerer under Afelbain's thrall. Positioned on the column's eastern face, the *alarm's* area fills the room to a radius of 20 feet. This makes it nearly impossible to sneak into the eastern wing of area **104** without alerting Nahguud.

Creature: The maurid lurks behind the second column, either readying a spell (if alerted to the presence of the PCs) or silently wondering about his predicament. Several days ago, Afelbain sent Nahguud to area **107** on a mission to retrieve several pages of Afelbain's diary from Aeltoqq. In doing this he was wounded and fled, seeking refuge in area **111**. There he drank from the mysterious Ethel's Fountain, which robbed him of his memories. Nahguud does not understand his maurid nature, believing himself a flesh-and-blood sorcerer. He knows only that intruders in the Statuary must mean him harm, and does everything within his power to protect the musty diary fragments in his side-pouch. He cannot remember stealing them, but knows they are important enough to die for.

Nahguud, Male Maurid Human Sor12: CR 13; Medium humanoid (human, maurid); HD 12d4+12; hp 60; Init +5; Spd 30 ft.; AC 13, touch 13, flat-footed 12; Base Atk +6; Grp

+8; Atk +10 melee (1d4+4, +2 *dagger*); Full Atk +10/+5 melee (1d4+4, +2 *dagger*); SA spells; SQ immune to mind-affecting attacks, maurid traits, maurid rat familiar named Irisani; AL CE; SV Fort +7, Ref +5, Will +10; Str 15, Dex 13, Con 13, Int 12, Wis 15, Cha 17.

Skills: Bluff +18, Concentration +15, Diplomacy +5, Intimidate +5, Knowledge (arcana) +16, Spellcraft +18.

Feats: Alertness (as long as Irisani is in arm's reach), Combat Casting, Dodge, Empower Spell, Improved Initiative, Maximize Spell, Mobility.

Languages: Common, Abyssal.

Spells (6/6/6/6/6/5/3; save DC 13 + spell level): 0—*dancing lights, detect magic, flare, mage hand, mending, open/close, ray of frost, read magic, touch of fatigue*; 1st—*alarm, charm person, expeditious retreat, protection from good, shocking grasp*; 2nd—*cat's grace, fog cloud, levitate, resist energy, spider climb*; 3rd—*blink, fireball, lightning bolt, summon monster III*; 4th—*dimension door, greater invisibility, rainbow pattern*; 5th—*feeblemind, wall of force*; 6th—*chain lightning*.

Possessions: +2 *dagger, ring of protection +2, wand of ice storm* (28 charges), diary fragment 1 (see p. 89).

When the PCs explore the room east of the massive columns, continue with the following.

> The room's eastern reaches end at the foot of a twenty-foot-wide stone staircase climbing straight ahead to the east. A distinct greenish illumination casts weird shadows from the top of the stairs, some forty to fifty feet above.

Trap: If the moon symbol in area 106 has not been depressed, the stairs hold a powerful enchantment that protects against anyone climbing, touching, or flying above them. The stair is warded against anyone whose name is not inscribed upon its risers and soles. Allow PCs an initial Spot check (DC 16) to discern one or more of these inscriptions before they pass. There are a total of ten names scrawled here, all in the Maure family's personal code (Decipher Script or Knowledge [arcana] DC 26). The names are as follows:

Stair	Inscribed Name	Stair	Inscribed Name
1st	Afelbain	6th	Zenebar
2nd	Vexxus	7th	Sowac
3rd	Elluvia	8th	Anaehesh
4th	Bersteck	9th	Fenel
5th	Hollowix	10th	Aspong

Climbing, touching, or passing over each 10-ft. stair section conjures a different creature to do battle with the interlopers. PCs *flying, teleporting*, or otherwise transporting themselves up the stairs, thereby covering its total distance at once, cause all creatures to be summoned at one time. Tampering with the stairs through spells or powers, including those of a detection variety, also starts the conjurations, which appear in this instance at 1-round increments in the order listed below.

The Elder Stair: CR 10; spell; spell trigger; no reset; spell effect (*gate*), caster level 20; Search DC 34; Disable Device DC 34.

Stair Section	Monsters Summoned
1st 10 feet	**Vrocks (2):** hp 115 each; *Monster Manual* 48.
2nd 10 feet	**Hezrous (2):** hp 138 each; *Monster Manual* 44.
3rd 10 feet	**Glabrezus (2):** hp 174 each; *Monster Manual* 43.
4th 10 feet	**Marilith:** hp 216; *Monster Manual* 44.

Read the following when the PCs reach the top of the stairs.

> A glowing green orb about the size of a crystal ball rests on a stylized holder of four curved bronze flanges, like a metal claw with the orb at its center.

The orb, a soul-entrancing major artifact known as the *Eye of the Elder*, is described in detail in Appendix 1.

105. Statuary Hall (EL 18)

Unlit cressets spaced at 30-ft. intervals line the walls of this huge chamber. The twenty granite statues here represent the eldest and most powerful scions of the Maure line at various phases of their lives. No inscriptions name the figures. In the following descriptions, the northeast statue of each group is #1, with numbering continuing clockwise.

Statue Set A: 1) A stern man wearing flowing robes and an intricate diadem. He wields a bastard sword in both hands. The weapon has many knob-like projections on its upper hilt, perhaps representing gems. 2) A demure lady in fine robes. 3) A merchant in ancient clothing, perhaps 600 years removed from modern fashion. 4) A nondescript, cowled figure.

The second statue's pedestal hides a secret compartment (Search DC 15) containing a scrap of paper with these sentences in a feminine script: "Look for my brooch at the far one who is eyeing you. Good luck with the Scythe! It's about time, Bersteck, that it changed hands.—Ell."

Statue Set B: 1) A wizardly figure holding a staff. 2) A short, rotund man with squinting features. 3) A very tall, thin man with a bow and quiver. 4) A portly gentleman with a broad forehead.

The second statue's pedestal hides a secret compartment (Search DC 17). The niche contains an extraordinary blue pearl and a note: "Ell. Taken from the largest giant clam in the Azure Sea. I await you at my chambers.—Vex." A hastily scrawled reply is appended, in the same feminine script that penned the note hidden in Statue Set A. It reads, "In your dreams. Keep your bauble!" The blue pearl is a rarity, worth 6,000 gp, and is the size of a human fist. It weighs 1.5 pounds.

Statue Set C: 1) An ugly, hunchbacked boy. 2) A thin-featured, stern woman. 3) A bearded man with an eyepatch. 4) A cyclopean-eyed man of strong features.

Statue Set D: 1) An old lady with wrinkled skin. 2) A tall man with a smallish head and distasteful look. 3) A gaunt man with comical features but a malign look. 4) A studious man of even proportions holding a book.

Statue Set E: 1) A monstrosity of a human torso with two arms that end in sharp claws. A cluster of snakes emerges from its powerful shoulders. The snake heads seem to leer at the second statue of this set. 2) A normal man with large eyes. 3) A piercingly ugly woman, almost haggish, with a dreadful smile. 4) A man-fish, perhaps a triton, holding a trident.

Creature: The first statue in set E hides a secret compartment at its base (Search DC 12) and radiates strong transmutation magic. Opening the compartment reveals a sliver brooch and triggers a *magic mouth* that says: "Die, Bersteck! The Scythe is mine!" At this point, the monstrous statue transforms into a living creature and attacks.

Yuan-Ti Anathema: hp 297; *Fiend Folio*, 193. If you don't have the *Fiend Folio*, substitute a marilith.

Tactics: The anathema has been tasked with destroying anyone holding the silver brooch, but if faced with multiple targets it instead strikes out at the closest enemy.

Treasure: The brooch is but a gewgaw worth 12 gp.

106. Large Chamber/Fresco

The eastern portion of this irregularly shaped room contains eight timeworn chairs and a large, intricately made table, suggesting that the place might once have been used as a meeting room. A thick curtain hangs along the east wall, concealing an archway leading to area 107.

A mosaic is apparent on the floor 30 east of the western door.

> A twenty-five-foot-square mosaic assembled from countless chips of colored stone dominates the floor of this room. The image depicts a large castle at night, with a full moon above it. Numerous flags and pennants bear the symbol of a stylized "M" inset on a raised eight-pointed star.

If the moon portion of the fresco is stepped upon or pressed, it sinks an inch into the floor. Characters making a successful DC 10 Listen check notice a slight grinding noise coming from the north. The moon device resets itself in 24 hours, once again rising to floor level. The moon activates and deactivates the defenses in area 104, making the stairs there passable without danger.

Triggering the moon device or making excessive noise in this chamber alerts the lich Aeltoqq (area 107) to the presence of intruders.

107 Aeltoqq the Lich (EL 16)

> A miasma of choking green gas fills this spacious room. Near its center stands a lone figure in tattered robes and an elaborate headdress of blades and miniature skulls. Its movement and the sheen of its bony skin indicate that it is undead of some type, perhaps a skeleton.

Noxious, poisonous fumes fill this chamber from floor to ceiling. Any creatures who enter must make a DC 18 Fortitude save to avoid becoming nauseated for 2d4 rounds and falling under the effects of a baleful curse. Whenever Aeltoqq takes damage from any source, every cursed character immediately takes an equal amount of damage. A successful DC 18 Fortitude save for each individual attack halves the damage from that attack.

For example, if an opponent deals 14 points of damage to Aeltoqq, all characters in the room who failed the initial Fortitude save also immediately take 14 points of damage, or 7 points with a successful Fortitude save. Regardless of the source of the damage to Aeltoqq, the damage dealt to the lich's enemies by this effect is not subject to negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.

The curse does not affect constructs, maurids, undead, or other creatures who do not breathe. The fumes and curse are magical effects that function at caster level 20.

Creature: In happier times, Aeltoqq was the general of Afelbain's undead armies. Shortly after the fall of House Maure, Aeltoqq invoked a long-forgotten rite to transform himself into a lich. Like his former master, Aeltoqq is obsessed with discovering a way to summon a being he knows only as "Y," the demonic patron of the ancient Maure. For hundreds of years he has battled maurid manifestations created by Afelbain, either destroying them utterly or bending them to his own cause. He is currently enraged after losing a critical fragment of Afelbain's diary to the maurid wizard Nahguud (area 104).

Aeltoqq, Male Human Lich Sor14: CR 16; Medium undead; HD 14d12; hp 94; Init +4; Spd 30 ft.; AC 22, touch 12, flat-footed 21; Base Atk +7; Grp +7; Atk +7 melee touch (1d8+5 plus permanent paralysis, DC 24 Will save halves damage, DC 24 Fortitude save negates paralysis); Full Atk +7/+2 melee touch (1d8+5 plus permanent paralysis, DC 24 Will save halves damage, DC 24 Fortitude save negates paralysis); SA fear aura, paralysis, spells; SQ damage reduction 15/bludgeoning and magic, immune to cold, immune to electricity, immune to polymorph, immune to mind-affecting attacks, turn resistance +4, undead traits; AL LE; SV Fort +4, Ref +5, Will +12; Str 10, Dex 13, Con —, Int 14, Wis 16, Cha 24.

Skills: Bluff +24, Diplomacy +9, Concentration +17, Hide +9, Intimidate +9, Knowledge (arcana) +19, Knowledge (history) +10, Listen +11, Move Silently +11, Search +10, Sense Motive +11, Spellcraft +21, Spot +11.

Feats: Craft Magic Arms and Armor, Craft Construct, Craft Staff, Craft Wondrous Item, Extend Spell, Spell Focus (conjuration).

Languages: Common, Draconic, Infernal.

Spells (6/6/5/6/6/6/5/3**; save DC 17 + spell level): 0—*acid splash**, *arcane mark*, *detect magic*, *light*, *mage hand*, *pres-*

tidigitation, read magic, resistance, touch of fatigue; 1st—*charm person, grease*, mage armor*, magic missile, shield*; 2nd—*eagle's splendor, glitterdust*, resist energy, shatter, web**; 3rd—*dispel magic, fireball, shrink item, stinking cloud**; 4th—*dimension door*, enervation, ice storm, summon monster IV**; 5th—*cloudkill*, dominate person, wall of force*; 6th—*chain lightning, planar binding**; 7th—*prismatic spray*.

*Conjuration spell; save DC = 18 + spell level.

**Aeltoqq casts an extended *mage armor* spell every day, so his 2nd-level spells are one lower than normal.

Possessions: Staff of evocation (37 charges), *cloak of charisma +4, glove of storing, amulet of natural armor +1, ring of protection +1*, scroll of *summon monster IX* (2), large iron key to area 108.

Tactics: If Aeltoqq becomes aware of the PCs in area 107, he spends the next two rounds summoning bebiliths from his scrolls, interposing the creatures between himself and his opponents. In direct combat, Aeltoqq concentrates spells like *fireball, ice storm*, and *cloudkill* on enemy spellcasters, directing his bebiliths to destroy warrior types. If seriously threatened, he retreats (via *dimension door*) to area 111 to heal and gather additional forces.

108. Treasure Room

A short hall leads to an iron door inscribed with numerous arcane glyphs. A simple brass knob rests atop a yawning keyhole.

A DC 10 Knowledge (arcana) or Decipher Script check reveals the glyphs as symbols representing fortification. Its amazing lock is bulwarked by a powerful *arcane lock* (caster level 20). The iron key possessed by Aeltoqq unlocks the amazing lock, but does not interrupt the *arcane lock*.

Treasure Room Door: 4 in. thick; Hardness 10; hp 120; Break DC 38; Open Lock 40.

Treasure: Beyond the door is a circular room containing an unlocked gold-filigreed chest bolted (Break DC 26) to a 10-ft.-radius circular stone platform raised 6 inches off the floor. The chest's interior is made of sandalwood, and it weighs 150 pounds. If recovered intact it could be sold for 2,000 gp due to its unique and ancient craftsmanship. The chest contains the following treasures: 500 pp, 1,000 gp, a gray key baton (see *Guardian Shields*, p. 72), a *wand of lightning bolt* (30 charges), and a scroll of *summon monster VII, prismatic wall*, and *sunburst*.

109. Two Orbs (EL 10)

Dozens of holes, each about the size of a human fist, honeycomb the domed ceiling of this circular chamber, which reaches about thirty feet at its apex. Three iron doors hug the north, east, and south walls.

Trap: Shortly after the PCs enter the room, allow each a DC 15 Spot check to notice two small flying glass orbs (one of reddish tint and the other with a mustard hue) descend from separate holes in the ceiling. Each orb makes a ranged touch attack (attack bonus +10) against each character in the room. Those who failed their Spot checks upon entering are flat-footed against this attack.

Characters struck by a yellow beam endure excruciating pain, while those struck by a red beam find themselves outlined in *faerie fire*, per the spell, save that the pale glow is red and lasts for 2d6 hours. Upon emitting their beams, the orbs recede into holes in the ceiling to return on a cycle of once per hour. If they are somehow attacked in their holes, which twist and turn for 40 feet above the room, consider them destroyed.

Yellow Orb: CR 10; magic device; proximity trigger; automatic reset (1 hour); Atk +10 ranged touch (2d6 Con drain); Search DC 30; Disable Device DC 30.

Red Orb: CR 1; magic device; proximity trigger; automatic reset (1 hour); Atk +10 ranged touch; spell effect (*faerie fire*, 20th-level druid); Search DC 30; Disable Device DC 30.

110. The Evil Face (EL 14)

Forty feet opposite the door, an immense beautiful female face seemingly composed of delicate blue energy gazes at you with mournful eyes. Small movements indicate that the visage is alive, but it does not speak or otherwise acknowledge your presence.

A ten-foot-wide passage extends northward from the center of the north wall.

The secret door north of this room (Search DC 25) leads to a slanting passage descending to the level below (the Greater Halls), taking sharp turns for an accumulative distance of 200 feet.

Creature: The sorrowful face is a maurid manifestation Aeltoqq consigned to the chamber's eastern wall centuries ago in a magical working he has not since been able to duplicate. The creature, whatever it once was, is now an evil abstraction. Aeltoqq created it to guile responses out of it concerning his egotistical expressions. It is a "mirror, mirror on the wall" being, offering what conversation Aeltoqq wishes to hear, but in this case also having a real existence. Due to its unusual nature, the creature can transfigure itself at will, imitating the faces of those beings Aeltoqq has described in minute detail to it. Amongst its many aspects are:

Aeltoqq's Face: A stern, gray-haired man with large brown eyes and a sharply chiseled nose. Aeltoqq often orders it to assume this visage when he is dealing with any of his adherents, such as summoned creatures. He also regards it during rare times of melancholic rumination of his days amongst the living

Afelbain: A face of malign and humorous aspect rolled into gaunt and pale features. This face is summoned when Ael-

toqq is having fits about his former master and eternal rival, so that he can rail at it in moments of unrestrained rage.

Red Dragon/Green Dragon: Faces summoned to defend the room. The heads may breathe fire or gas, respectively, as the dragon represented.

Roweenah: A face of a flawlessly beautiful woman whom Aeltoqq once loved, which he fancies looking upon now and then. The Evil Face also uses this guise as a ruse to fool and mislead those who do not know its true nature.

If asked who she is, the face merely responds (in a sweet but tired voice), "Roweenah."

The Evil Face, Unique Maurid Construct: CR 13; Large construct (maurid, shapechanger); HD 24d10+30; hp 270; Init –1; Spd 0 ft.; AC 29, touch 11, flat-footed 29; Base Atk +18; Grp +30; Atk/Full Atk +25 melee (2d6+12, bite); Space/Reach 10 ft./5 ft.; SA breath weapons; SQ alternate forms, construct traits, damage reduction 10/adamantine slashing or adamantine piercing, deflection aura, immune to acid, cold, and fire, immune to mind-affecting attacks, maurid traits; AL CE; SV Fort +10, Ref +10, Will +13; Str 26, Dex 1, Con 10, Int 20, Wis 16, Cha 24.

Breath Weapons (Su): The Evil Face has two breath weapons. The first is a 50-foot cone of acidic gas that deals 14d6 acid damage, and the second is a 50-foot cone of fire that deals 14d10 fire damage. It can use either breath weapon once every 1d4 rounds (roll separately for each breath weapon). A successful Reflex save (DC 22) halves the damage.

Alternate Forms (Su): The Evil Face can transfigure itself at will, changing its form as a free action (but no more than once per round). The faces it can assume include those of Aeltoqq, Afelbain, a red dragon, a green dragon, Roweenah, a gnome, an elf, an orc, a troll, and a skeleton. Each time the Face changes form, it heals 24 points of damage.

Deflection Aura (Su): The Evil Face adds its Charisma bonus to its Armor Class as a deflection bonus, and on Reflex saving throws as a resistance bonus.

Skills: Bluff +39, Diplomacy +36, Intimidate +38, Knowledge (history) +35, Listen +30, Sense Motive +30, Spot +30.

Feats: Combat Expertise, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Improved Trip, Iron Will, Persuasive, Skill Focus (bluff), Skill Focus (Knowledge—history).

Languages: Common, Abyssal, Draconic, Infernal, Terran.

Tactics: If Aeltoqq has been defeated at area 107 and the party enters this room, the Evil Face, having sensed its master's demise, assumes its Roweenah aspect. It claims to have been an accursed creature whom Aeltoqq held as prisoner for many years and finally consigned to this state of being (the truth, really). It woefully rejects the idea of being released, as "Aeltoqq's evil magic," to her knowledge, "is irreversible." If the PCs determine her evil nature, "Roweenah" claims that their spells have unveiled only the vile magics that keep her imprisoned here.

The Evil Face gladly answers questions that guide the PCs through the Statuary, as it knows much of what Aeltoqq knew. The Evil Face directs the PCs to many of the areas here which are designed to trap or kill intruders (DMs, choose appropriately), saying that she believes that this is what the PCs are seeking (whatever their questions or desires may be). If they return alive from such traps to seek recompense or question the Face, it blames Aeltoqq for lying to her. If they discover its ruse, it attacks in one of the two dragon head forms and fights to the death.

Trap: A red *guardian shield* is affixed to the tunnel's eastern wall, just north of the secret door.

111. Ethel's Fountain (EL 15)

The most prominent feature of this room is a fountain fashioned from granite, with copper basins, cups, and ladles arranged on a nearby stand. Its greenish-blue, sparkling water is sweet smelling and enticing, though not overbearingly so.

The source for this well derives from a remote corner of the Negative Energy Plane. Though the water appears normal, it radiates very faint alteration magic. Anyone drinking or even touching the water must make a successful Fortitude save (DC 25). Success indicates that the character is filled with euphoria and must immediately make a Will save (DC 25) to avoid a compulsion to drink again.

On a failed Fortitude save, the victim immediately loses one prepared spell or available spell slot per spell level; the spell lost is determined randomly. Additionally, one randomly selected skill in which the character has at least one rank becomes suppressed; the character is treated as if he had 0 ranks in that skill. If a character has no spells to lose and all of his skill ranks are suppressed, he instead takes 1d6 points of Intelligence drain on a failed save.

Suppressed skill ranks last for 1d4 hours. Prepared spells and spell slots lost are regained normally after rest.

The fountain's waters have a euphoric effect upon creatures with an affinity to the Negative Material Plane (including all undead and maurids), but occasionally also cause memory loss in such creatures. This confusion lasts anywhere from days to years.

Creatures: A group of six maurid humans stand guard around Ethel's Fountain. These are the maurids of several ancient mercenaries hired to protect and guard this level; the Id Core can sense the potent magic in the waters here and on a base level realizes that they are quite dangerous to creatures like the maurids, who are composed of nothing but thought. The maurid mercenaries wear full plate emblazoned with eight-pointed star symbols. They attack anything that approaches the fountain, more out of a misguided need to "protect" them from it rather than out of rage. These maurids have been dominated by Aeltoqq's will, and serve the lich-lord unfailingly.

Ancient Mercenaries, Maurid Human Ftr9 (6): CR 10; Medium humanoid (human, maurid); HD 9d10+18; hp 108

each; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +9; Grp +12; Atk +16 melee (1d8+7/17–20, +2 *longsword*); Full Atk +17/+12 melee (1d8+7/17–20, +2 *longsword*); SQ immune to mind-affecting attacks, maurid traits; AL NE; SV Fort +9, Ref +5, Will +4; Str 16, Dex 10, Con 15, Int 12, Wis 8, Cha 13.

Skills: Climb +10, Intimidate +13, Jump +4, Ride +12.

Feats: Blind-Fight, Cleave, Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Common, Abyssal.

Possessions: +2 longsword, +1 heavy steel shield, +1 full plate.

112. Guard Room (EL 14)

The secret door in the west wall requires a successful Search check (DC 20) to be uncovered. The room itself is empty, save for the two guardians stationed here.

Creatures: Two maurid troll rangers are stationed here by Afelbain to guard the entrance to Aeltoqq's old chambers. Afelbain hopes the trolls ambush the lich if he returns this way; unfortunately, since the lich uses *dimension door* to move around the dungeon, the trolls may have a long wait ahead of them, and look upon the arrival of the PCs as a pleasant gory distraction.

Maurid Troll Rgr6 (2): hp 168 each; SQ maurid traits; *Monster Manual* 247.

113. Ruined Guardian

This room is in ruins. Fallen masonry and chunks of rubble lie strewn on the floor, leaving great rents in the walls and ceiling above. In places, the stone walls look scorched or even partially melted. A huge body, something that seems to have been stitched together from the mismatched body parts of a hundred demons, lies upon the ground. Great sections of the thing are torn and ripped, yet the demonic flesh seems strangely fresh and undecayed.

This room once served Aeltoqq as a guardroom; he stationed one of his greatest creations here to protect his interests; a demonflesh golem (*Fiend Folio*, p. 87). When the reborn Afelbain first attacked Aeltoqq ages ago, the necromancer's maurids destroyed the demonflesh golem but were weakened enough by the battle for Aeltoqq to finish them off. Aeltoqq has since relocated his base of operations to area 107.

114. Aeltoqq's Old Chambers

The clutter and ruin in this room borders on the magnificent. Amongst the junk and garbage you note a crushed desk, a bed, and huge mountains of ruined laboratory equipment.

Delving Deeper: The Greater Halls

The Greater Halls were constructed with each family member's individual tastes in mind. This level is a series of wide, often columned hallways with spacious rooms containing odd assortments of art, arcane mementos, devices, and implanted spells which trigger communication or summonings or transport the interloper elsewhere.

Over the years many of the level's original inhabitants have slain each other, have broken their summonings and disappeared, or have died from old age. Only a handful remain. Afelbain's legion, at one time commanded by Aeltoqq, was once housed here. The legion comprised more than 300 undead, mostly ghouls, wights, and zombies. The ghouls separated from the original legion and tunneled out their own rough-hewn area. They attack anything and anyone that trespasses within these warrens.

Many aging portraits of prominent members of House Maure hang from the walls of this level, which also contains a small library given over to the family's accomplishments. All of the books were chosen for their uniqueness, antiquity, or for the fact that one or more of the family members actually wrote them (mostly under pseudonyms). The library also features a genealogical library charting the family tree of the noble families of the Duchy of Urnst, the region in which Maure Castle is located. These records date to as recent as 350 years ago.

Lastly, the library contains a repository of lore concerning the mercantile activities of House Maure as run by Vexxus Maure, otherwise known as Vex. Amongst this voluminous collection of data is the intricate history of the family's past enterprises, which seemingly spanned all known parts of the continent. A special collection of papers describing bribes, assassinations, and many underhanded business practices is noteworthy. It seems that House Maure, though seemingly secluded in this area, had its fingers in politics and business everywhere.

A successful Search check (DC 20) uncovers a partially destroyed folio beneath the rubble. Most of it is indecipherable from fire damage, but there is a readable passage near the end:

"I must abandon this place. Curse him for returning! He lurks, somewhere, perhaps to the east. I will go closer to the Eye. I must use it to find the Scythe. Then I will summon HIM. We will then see who's the Master!"

115. The Crystal Vat (EL 13)

Several empty bookshelves line the walls of this cramped chamber, and a table and several chairs sit to the south. A massive crystal vat dominates the room's southeast

corner. The crystal contains a clear, green solution that gives off a powerful acrid stench. A large, motionless figure with two heads floats lazily in the midst of the solution. The creature grips a massive iron club in each hand, and two fantastically large gemstones are embedded in its twin necks.

This is one of Afelbain's failed necromantic experiments, a fire giant infused with frost giant blood and with a frost giant's head grafted onto the body. While Afelbain was able to grant life to the giant, he wasn't able to get the two heads to cooperate. He placed the giant in suspended animation inside the crystal vat, planning one day to figure out a way to stop the heads from arguing. Unfortunately, catastrophe struck before then, and the giant has remained here, asleep and dreaming, for hundreds of years.

Breaking the crystal is risky, as the green preservative liquid inside is highly flammable. Contact with fire or lightning causes the liquid to explode, dealing 20d6 points of fire damage to everything in the room (DC 20 Reflex save for half damage).

Crystal Vat: 5 in. thick; Hardness 0; hp 30; Break DC 24.

Creature: The two-headed giant in the vat is not dead. It immediately awakens if the crystal vat is destroyed or if the liquid explodes, or if anything jostles its body. If awakened, it bellows in rage and immediately attacks.

Two-headed Giant: CR 13; Large giant (cold, fire); HD 17d8+102; hp 206; Init +3; Spd 40 ft.; AC 17, touch 8, flat-footed 17; Base Atk +12; Grp +26; Atk +21 melee (1d8+10, Large club); Full Atk +21/+21/+16/+16/+11/+11 melee (1d8+10, Large club); Space/Reach 10 ft./10 ft.; SA breath weapons, rock throwing, superior two-weapon fighting; SQ darkvision 90 ft., immunity to cold, immunity to fire, low-light vision, rock catching; AL CE; SV Fort +15, Ref +5, Will +10; Str 31, Dex 9, Con 23, Int 10, Wis 14, Cha 11.

Superior Two-Weapon Fighting: Because the two-headed giant's two heads each control one arm, it has no penalty on attack rolls for attacking with multiple weapons, and the number of attacks and the damage bonus for each weapon are calculated as though the weapon were held in a primary hand.

Skills: Climb +9, Craft (armorsmithing) +6, Intimidate +6, Jump +15, Listen +4, Search +2, Spot +16.

Feats: Cleave, Combat Reflexes[B], Great Cleave, Improved Initiative[B], Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Languages: Giant.

Possessions: Two Large clubs, *Afelbain's gems.*

Tactics: Though the giant is somewhat confused upon awakening, both minds are in agreement on one subject—they hate humans (and other "small" bipeds), especially any who smack of being spellcasters, as "they" have spent too many years sleeping in the solution after being tortured by the foul necromancer. With a like mind, they attack any being in sight. The two heads continue to argue about inconsequential things, even in the heat of combat.

Remember that if the giant uses its fire breath weapon, it might ignite the flammable liquid in the vat.

Treasure: A large ruby is embedded on the back of the fire giant's neck, and a similar-sized sapphire is embedded on the frost giant's neck. These minor artifacts are *Afelbain's Gems* (see Appendix 1).

116. Old Storage

This appears to be an old storage room piled high with drifts of dust. You immediately note several crates, barrels, and boxes wedged together into the northwest corner. There are other smaller boxes to the east and north as well.

Most of the stuff here is junk: 2 containers of candles (15 tapers still usable), old (now inert) chemicals, lots of degenerated oils, old crocks containing rare (but now spoiled) unguents, boxes filled with vellum and other paper goods (now all cracked with age), etc. The barrels were filled with various potables at one time.

Treasure: A successful Search check (DC 30) made in the northeast corner of the room uncovers a small, lead-lined box that contains a set of three black crystal bottles sealed with gold. These are in fact powerful unguents and elixirs fashioned by one of the Maures long ago. All three are unique minor artifacts, and once used are gone forever. The lead lining in the box has kept them hidden for hundreds of years, otherwise Eli or Aeltoqq would have certainly discovered them by now. The effects of all three elixirs function at caster level 21.

The first is an *elixir of eternity.* Imbibing this elixir grants immortality to the drinker; he now does not die upon reaching his maximum age. He still suffers penalties (and gains bonuses) to his ability scores from aging. After reaching his maximum age, the immortal's body continues to age. His Strength, Dexterity, and Constitution continue to drop by 1 point every 100 years, while his Intelligence, Wisdom, and Charisma scores rise by 1 point every 200 years. The character's physical ability scores cannot be reduced below 1 in this manner.

The second is an *elixir of dragonbreath.* Imbibing this elixir grants the drinker a breath weapon attack, usable once per day. This breath weapon is a 40-foot-long cone that inflicts 8d6 points of fire damage. The Reflex save DC to take half damage is 10 + half the character's Hit Dice + his Constitution modifier.

The third is an *elixir of super-heroism.* Imbibing this elixir grants the drinker a permanent +1 insight bonus on attacks, saves, and skill checks. In addition, the drinker becomes immune to all fear effects.

117 Walls of Colorless Fire (EL 19)

This room is awesome in scope and sight. The ceiling rises nearly 100 feet to a dome of white opal and turquoise that flickers with points of light. Light glows at additional points along the walls, filling the room with brilliance and bringing the overwhelming array of wall carvings into crystal clarity. These carvings cover every available inch of wall space, organized into nine ten-foot-high bands of landscapes that wrap around the inner surface of the wall. The lowest landscape depicts a barren desert of ash. The next one up depicts a mighty city and the surrounding environs burning away in a rain of fire. As the bands go higher, the scenes continue to change; one depicts a group of wizards battling an army of red dragons in mountainous terrain, one the construction of a set of seven crystal towers on the edge of a lake, one the eruption of a massive reptilian behemoth from a mountain, and so on. A large table stands in the middle of the room, its surface covered with heaps of books, scrolls, maps, and writing implements.

The carvings on the walls here are fantastically detailed depictions of the Suel Empire from ages past. The higher up the carving, the more ancient the scene, with the bottommost carving depicting the current state of the empire—a vast desert known as the Sea of Dust. Studying the contents of these carvings would take weeks, a project that the current denizens of the room are well into already.

Creatures: Eli Tomorast and two allies, a human rogue named Nornuk and a human fighter named Vlarda, have been studying the wall carvings in this room for over a week now, using *overland flight* and *levitate* spells to examine the higher carvings. The table contains their extensive notes. The three have grown used to periodic battles with maurids, as well as to the sounds of other maurid monsters fighting each other, so they won't necessarily bother interrupting their work to investigate the sounds of nearby combat. If Eli knows the PCs are in the area, however, he and his two allies are much more cautious, as detailed below under Tactics.

Eli Tomorast settled into a life of study and debauchery around Maure Castle almost 40 years ago. Stymied by the magical seals in the castle's dungeons, he searched the nearby countryside for an alternate way into the deepest dungeons. He eventually discovered the downward-slanting passage that led to the Unopenable Doors. He chose to elaborate upon the levels beyond the Doors, since they were removed from the castle itself, yet close to it at the same time. Tomorast seeks more and more arcane knowledge. He has traveled far for the mystical knowledge he owns and uses. He has been many places, including a long-past visit to the Forgotten Temple of Tharizdun (dungeon module WG4) some years back, where he was instructed by priests concerning the ways of hidden knowledge as taught by the once-powerful Tharizdun. Recently, he sought to return to a locale he chanced upon in the past, a place named in ancient rhyme as "The Lost City of the Elders." Now that he's managed to finally reach the dungeons proper below Maure Castle, he feels that he is close to making a major discovery and spends as little time as possible away from the Statuary.

Vlarda and Nornuk are recent hirelings of Lord Robilar, a renegade noble of Greyhawk and a former companion of Bigby and Mordenkainen. Robilar sent them to Maure Castle to investigate recent strange happenings. Bored with their scouting duties, however, they fell in with Eli Tomorast, hoping to gain some gold through adventure. They plan to eventually report back to Robilar about their discoveries, including information about Eli's miraculous return from death (but minus details about any treasure they find, of course).

Although the pair think they've kept their allegiance to Robilar secret from Eli, Tomorast in fact knows that they are his minions. Indeed, Eli became quite intrigued to find that the two work for a one-time companion of his old nemesis Mordenkainen. He hopes to found a strong friendship with the two, to gain their trust and support, so that once he's made his discoveries here in the castle he'll be able to use this friendship to ally with Lord Robilar himself and gain his assistance in striking down Mordenkainen and the Circle of Eight in glorious revenge. To help foster this trust, Eli gave the *Sword of the Ebon Flame* to Vlarda as a token of his friendship. Vlarda has become quite taken with Tomorast as a result, but Nornuk has slowly been growing more jealous and bitter about the whole thing. Although he understands that of the two of them, Vlarda is the better choice to wield the sword, the simple fact that Eli has yet to offer him an equal treasure in "friendship" has been festering in Nornuk's mind for many days now.

Eli Tomorast, Male Human Wiz 17: CR 18; Medium humanoid (human); HD 17d4+102; hp 154; Init +4, Spd 30 ft., fly 40 ft. (average); AC 18, touch 14, flat-footed 14; Base Atk +8; Grp +10; Atk +16 melee (1d12+8, claw) or +13 ranged (1d4+4, *+1 returning adamantine dagger*); Full Atk +16 melee (1d12+8, 2 claws) or +13 ranged (1d4+4, *+1 returning adamantine dagger*); SA spells, fiendish hands; SQ *contingency*, inherent bonuses, *permanent* spells, *scry* on familiar, summon familiar; AL CE; SV Fort +9, Ref +9, Will +13; Str 16, Dex 19, Con 22, Int 33, Wis 16, Cha 13.

Inherent Bonuses: Eli has used multiple *wishes* to gain a +5 inherent bonus to his Intelligence and Constitution scores, and a +2 inherent bonus to all other ability scores.

***Contingency* in Effect:** If Eli ever becomes affected by a hostile enchantment, a hostile alteration, a curse, or petrification, *break enchantment* is immediately cast in an attempt to remove the unwanted condition.

***Permanent* Spell Effects:** *Arcane sight, comprehend languages, darkvision*, and *greater magic fang* +5 (once on each hand).

Fiendish Hands (Su): Eli's two demonic hands are minor artifact grafts granted to him by a powerful demonic ally. These hands grant Eli two natural attacks for 1d12 points of damage per hand. In addition, they grant him additional powers as detailed below.

Left Hand: At will as a move action that does not provoke an attack of opportunity, Eli can snap the fingers on his left hand to gain a +4 insight bonus to his Dexterity for one minute.

Right Hand: At will as a move action that does not provoke an attack of opportunity, Eli can snap the fingers on his right hand to gain a +3 insight bonus on attack rolls for one minute.

Both Hands in Attack: If Eli hits a creature with both hands, the victim gains a negative level and must make a Fortitude save (DC 24) or be paralyzed for 2d6 rounds. The Fortitude save to remove the negative level is DC 24. Both save DCs are Constitution-based.

Both Hands in Defense: As a free action, Eli can clasp his hands together in prayer. This immediately causes writhing black shadows to leap up around him, granting a +5 deflection bonus to his AC. While clasped, Eli cannot make attacks with his hands or cast spells with somatic or material components. This effect lasts as long as he concentrates; the effect can be disrupted if he fails a Concentration check. He often keeps his hands clasped during combat when it's not his turn. This prevents him from being able to make attacks of opportunity, but the additional benefits are great enough that Eli is willing to sacrifice this for his defense.

Skills: Concentration +26, Craft (alchemy) +23, Decipher Script +27, Knowledge (arcana) +31, Knowledge (architecture) +26, Knowledge (dungeoneering) +23, Knowledge (geography) +24, Knowledge (history) +24, Knowledge (the planes) +27, Spellcraft +33.

Feats: Alertness (as long as his familiar, Rel [area 43], is in arm's reach; the effects of this feat are not included in the Skills section above), Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Forge Ring, Improved Familiar, Improved Sunder, Improved Unarmed Strike, Power Attack, Quicken Spell, Scribe Scroll, Stunning Fist (4/day, DC 20).

Languages: Common, Abyssal, Draconic, Gnoll, Undercommon.

Spells Prepared (4/7/11/7/6/6/6/5/3/2; save DC 21 + spell level): 0—*arcane mark, ghost sound, message, touch of fatigue*; 1st—*expeditious retreat, feather fall* (2), *jump, mage armor* (already cast), *magic missile, protection from good*; 2nd—*arcane lock, command undead, invisibility, knock, levitate* (4, two already cast), *scorching ray* (2), *web*; 3rd—*dispel magic, fly, gaseous form, lightning bolt, magic circle against evil, major image, suggestion*; 4th—*charm monster, confusion, dimension door* (2), *phantasmal killer, wall of ice*; 5th—*cone of cold, overland flight* (already cast), *magic missile* (quickened), *sending, shield* (quickened), *wall of force*; 6th—*bull's strength* (quick-

ened), *disintegrate* (2), *greater dispel magic*, *mirror image* (quickened), *wall of iron*; 7th—*greater teleport*, *limited wish*, *project image*, *protection from energy* (quickened), *summon monster VII*; 8th—*demand*, *dimension door* (quickened), *horrid wilting*; 9th—*cone of cold* (quickened), *time stop*.

Possessions: *+1 returning adamantine dagger*, *ring of wizardry II*, *ring of intellect +6* (functions as a *headband of intellect +6*), *Heward's handy haversack*, *minor cloak of displacement*, *boots of speed*, *Boccob's blessed book*, *wand of identify* (21 charges), scroll of *greater teleport*, scroll of *stoneskin*, scroll of *tongues*, scroll of *illusory wall*, scroll of *geas*, four *potions of cure serious wounds*, *contingency* statuette worth 3,000 gp.

Nornuk, Male Human Rog14: CR 14; Medium humanoid (human); HD 14d6; hp 56; Init +6; Spd 30 ft.; AC 22, touch 16, flat-footed 16; Base Atk +10; Grp +11; Atk +18 melee (1d6+3/15–20, *+2 rapier*); Full Atk +18/+13 melee (1d6+3/15–20, *+2 rapier*); SA opportunist, sneak attack +7d6; SQ improved evasion, improved uncanny dodge, trap sense +4, trapfinding; AL CN; SV Fort +4, Ref +15, Will +5; Str 13, Dex 22, Con 10, Int 14, Wis 12, Cha 8.

Skills: Appraise +19, Balance +7, Bluff +16, Diplomacy +18, Disable Device +19, Hide +27, Intimidate +1, Jump +3, Listen +18, Move Silently +27, Open Lock +22, Search +19, Spot +18, Tumble +22.

Feats: Combat Expertise, Combat Reflexes, Improved Critical (rapier), Improved Feint, Weapon Finesse, Weapon Focus (rapier).

Languages: Common, Abyssal, Draconic.

Possessions: *+4 shadow leather armor*, *+2 rapier*, *gloves of dexterity +4*, *boots of elvenkind*, *2 potions of cure serious wounds*.

Vlarda, Female Human Ftr14: CR 14; Medium humanoid (human); HD 14d10+42; hp 115; Init +0; Spd 30 ft.; AC 28, touch 12, flat-footed 28; Base Atk +14; Grp +16; Atk +23 melee (1d8+13 plus 1d6 fire/17–20, *Sword of the Ebon Flame*); Full Atk +23/+18/+13 melee (1d8+13 plus 1d6 fire/17–20, *Sword of the Ebon Flame*); AL CE; SV Fort +14, Ref +6, Will +9; Str 20, Dex 10, Con 16, Int 8, Wis 12, Cha 13.

Skills: Intimidate +18.

Feats: Blind-Fight, Cleave, Diehard, Endurance, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Bull Rush, Improved Critical (longsword), Improved Sunder, Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)

Languages: Common.

Possessions: *Sword of the Ebon Flame*, *+4 splint mail*, *+2 tower shield*, *ring of protection +2*, *boots of striding and springing*, *gauntlets of ogre power*, *amulet of health +2*, *cloak of protection +2*, *2 potions of cure serious wounds*.

Tactics: If alerted to the party's presence in any way, Eli stations himself at the southeast door and prepares an action to cast a *time stop* so he can cast his defensive spells in peace and to plan his attack. Nornuk hides in the shadows near the entryway to the room on the northwest wall section, and Vlarda positions herself opposite him along the northeast wall, preparing an action to charge the most obvious agent of law or good in the party and attack with the *Sword of the Ebon Flame*.

Forewarned or not, the combatants fight with tenacity, especially Eli, as he realizes once again his excavations have been interrupted by adventurers. If cornered and left with no hope of victory, Tomorast attempts to escape via *teleportation* to area 41, where he does what he can to organize what remains of the Seekers there to strike back at the PCs. He's been killed once before, and he's not eager to repeat the experience. If the PCs manage to drive him from Maure Castle, their names go on a short list that includes some of the world's most powerful wizards.

If Eli flees, Vlarda and Nornuk lay down their arms. They claim to have been recently hired by the wizard (true) but know no more than what they were told—that he was searching for treasures here and they were guaranteed a split. They relate that the wizard wanted to descend the stairs south and east of here, but was confounded by a magical shield emplaced in the wall there. They claim no knowledge of his name or his notoriety. If released, they flee the dungeon immediately.

Development: If the PCs kill Eli, it's only a matter of time before one of his allies (Rel, Yug-Anark, or Shryg to name only three) have him *resurrected*. Wait several campaign sessions before introducing an agent in Tomorast's employ to vex the player characters. Investigation of this figure leads to a wider network of allies and agents united against the PCs, financed and encouraged by an unknown agency. Eli takes his murder seriously, and brings the full weight of his allies in the Seekers, summoned servitors, and contacts in the occult underworld to bear on the issue of his revenge. Regardless of his growing obsession with the PCs, his true love remains exploration of Maure Castle and it is here, in an undiscovered level far below the Statuary, that the PCs likely encounter him once again.

118. Stairs Down (EL 10)

These stairs lead downward two dungeon levels to the ninth level below Maure Castle—the Maure Family Crypts.

Trap: A green *guardian shield* is affixed to the eastern wall at the top of the stairs.

119. Slanting Corridor Down (EL 10)

This long hallway slopes down to the level below (The Greater Halls), taking several turns while covering a distance of 200 feet. The secret door to the north is quite difficult to find, and may be discovered with a successful Search check (DC 30).

Trap: A green *guardian shield* is affixed to the wall opposite the secret door.

delving deeper: family crypts

This dungeon, two levels below the Statuary, comprises the family tombs. Its architecture is unique, being actually many interconnected sub-levels slightly above or below the main, each constructed for privacy. As the family members never expected to use these crypts (each of them having special magic—such as necromantic philters and potent spells—to extend their age indefinitely), the chambers are mostly filled with treasures both magical and mundane, as well as crypt guardians which were specially summoned or constructed to attack anyone entering these internments.

One crypt is sealed by deadly wards but is unnamed. This belongs the head of the House of Maure, known only as "Uncle," his name having been lost for well over a thousand years. Uncle is currently affected by a curse which keeps him in suspended animation. He suffered a mortal wound during a battle with Elluvia's Mistress-Lord, Malcanthet. If his crypt is pierced, a series of alchemical formulas appear upon the walls, pages long, revealing the cure for his affliction.

120. dusty room (el 17)

The dust of ages lies in drifts and heaps on the floor of this room. The walls are carved with repetitive symbols, the exact nature of which is difficult to interpret from a distance.

A successful Knowledge (arcana) check (DC 25) identifies the magical symbols as various runes of *protection from fire*. As long as the symbols are not defaced, all creatures inside this room gain complete immunity to fire damage. Successfully defacing the walls requires only a full-round action and the proper tools (any weapon will do).

The door that leads to area 121 is sealed with lead, and a necromantic symbol resembling a withered hand (palm outward) has been placed on its face. Breaking down the door or cracking its lead seal (such as with tools or a *knock* spell) has deadly consequences.

Lead-Lined Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 30 (28 if lead lining is removed).

Creatures: The ankle-deep dust is actually two dangerous and insane mummy lords bound into the powder via a *binding* spell until the lead seal on the door is broken. At this time, the mummies roil to life out of the dust and immediately attack any creatures within the room. These mummies were once allies of the Maures, but due to long-forgotten transgressions they were imprisoned here. The imprisonment was to have lasted only a century, but the Maures passed on before they could free them. The mummies were horribly aware of the passage of time during their imprisonment, and have gone insane with rage and ennui. They immediately assume that characters in the room are those responsible for their imprisonment, and attack with fury.

Mummy Lord Clr10 (2): hp 97 each, *Monster Manual* 190.

Treasure: Each mummy was bound with its equipment, and if they are defeated, the gear can be salvaged. The equipment owned by the mummy lords is detailed on page 191 of the *Monster Manual*.

121. ancient kennel (el 15)

This strangely shaped room has the faint stink of a kennel...a smell that seems little more than a memory. A massive chain hangs from a shackle on the western wall; its other end is mangled.

The secret door to the southeast is quite well hidden, requiring a successful Search check (DC 25) to discover.

Creature: This room once stabled a massive chimera kept as a pet. The chimera managed to break free of its chain not long after the castle fell to ruin, and escaped to other regions. Yet the room is far from unoccupied; a maurid chimera now dwells here, waiting patiently for its long-dead master to return. The creature is exceptionally foul tempered, and attacks anyone who enters the room.

Advanced Maurid Chimera: hp 405; see Appendix 2.

122. barracks

The items in this chamber (several tables and bunks, a fire pit, a few weapon racks, and two large cabinets) have long since fallen into ruin, leaving behind only jagged remnants that hint at the room's original purpose. Many soldiers must have once called this place home. Three rickety doors hang on rotting hinges to the south.

This room served as a barracks for about 24 mercenaries who were stationed here as guards to protect the Statuary from intruders. Today, this room is empty. Area 122a to the south is an ancient and musty latrine. Area 122b is a storeroom, long since emptied of its contents. Area 122c was the personal barracks of the mercenary leader (and the owner of the chimera that once lived in area 121). A DC 20 Search check turns up the secret door on the south wall.

123. id core (el 20)

A blue *guardian shield* is affixed to the wall directly above the northern door to this room. Afelbain initially placed this shield here to help defend the treasury (area 124) from thieves, but ironically, its presence now keeps the necromancer's maurid from leaving the room.

Trap: A blue *guardian shield* is affixed to the wall opposite the secret door.

This room feels...alive. The sensation wells up, an electrifying presence deep in the skull. It beckons to be understood and at once slips away, leaving the mind befuddled. Then the vision begins. In it, you see an area ahead of you swarming with energy. It is no more distant than your mind's eye, as if you could reach out and touch it. But it's just in your mind.

You blink and realize that the room has changed in the spare moment that you were mesmerized. Ahead of you is that same vision, a ghastly vortex of swirling energy rising menacingly from floor to ceiling, its top casting off sparks of energy against the chamber's stone walls.

This room lies at the core of the strange manifestations of thought and form that haunt the Statuary; the swirling vortex of energy is the Id Core itself. Up close, this phenomenon appears as a 20-ft.-high by roughly 10-ft.-round inverted top. The base swirls with electricity which does not breach the confines as noted, yet climbs upwards, a mad tornado going nowhere, rooted in place.

The terrible energies that comprise the Id Core are devastating to creatures not already made of thought. A non-maurid creature that touches the Id Core takes 4d6 points of Wisdom drain as his body and mind are blasted with the energy. A successful Fortitude save (DC 21) halves the Wisdom drain. A creature drained to 0 Wisdom is immediately slain and recreated as a maurid version of itself; since maurids are always chaotic evil, the newly created maurid version likely hates and despises its one-time companions and attacks them immediately.

Besides this terrible effect, the Id Core periodically creates maurid versions of individuals and monsters drawn from the collective memory of the Maures. Many of these maurid monsters can be found elsewhere on this level, but one in particular is more potent and dangerous than all the others—Afelbain, who constantly guards this chamber.

Creatures: The Id Core is guarded by Afelbain, a one-time Maure cousin and powerful necromancer. Though merely a shade from the past, Afelbain still retains memories regarding his days as the co-architect of Maure Castle's deepest dungeons. Afelbain perished in the magical catastrophe that tore through Maure Castle so long ago, but with the gradual formation of the Id Core, a maurid of the great necromancer appeared. His evil force helps sustain the Id Core, while at the same time the Id Core prevents his destruction. As long as one exists, the other cannot be permanently destroyed. He knows that he was the first maurid to manifest from it, but he doesn't realize that it was his intense will to live again that created the Id Core. His existence, coupled with the other remaining psychic memories of the Maure clan, sustains the core for the time being.

Afelbain hopes to summon the great demon prince who served as the chief deity of the family many centuries ago. This rite of summoning can only be performed at an altar on one of the lower levels. Unfortunately for him, the way the magic of the Id Core and the *guardian shields* have interacted has bound him completely to this room. Until all of the *guardian shields* on this level are destroyed, Afelbain cannot leave this chamber. He's been trying to subtly influence Aeltoqq and Eli to destroy the *shields* for some time, using maurid monsters (particularly Naghuud) as messengers. If he thinks the PCs might be susceptible to his wiles, he holds off attacking them and tries to convince them to destroy the shields for him.

As the primal maurid, and due to hundreds of years of close proximity to the Id Core, Afelbain has many unique powers not normally attainable by maurids. Chief among these powers is the fact that his transformation into a maurid turned him into a unique undead creature, similar to a lich in some ways and to a ghost in others.

Afelbain is not the only maurid present in this chamber. He keeps several other maurid monsters on hand to serve as additional guardians, on the off chance he'll need protection from adventurers. Currently, he is loyally served by two maurid troll rangers, two maurid stone golems, and two maurid dread wraiths.

Afelbain, Maurid Human Necromancer 13/Archmage 3: CR 19; Medium undead (maurid); HD 16d12; hp 192; Init +2; Spd 40 ft., fly 70 ft.; AC 26, touch 20, flat-footed 24; Base Atk +7; Grp +8; Atk +12 melee (1d6+5, *Staff of Shadow Maiming*); Full Atk +12/+7 melee (1d6+5, *Staff of Shadow Maiming*); SA create maurid monster, command maurid monster, high arcana (arcane reach, mastery of counterspelling, mastery of elements), spells; SQ *dimension door* (1/minute, free action), fast healing 16, immaterial form, immune to fire, immune to mind-affecting attacks, immune to slashing damage, maurid traits, mnemonic enhancement, undead traits; AL NE; SV Fort +5, Ref +7, Will +14; Str 12, Dex 15, Con —, Int 30, Wis 17, Cha 18.

Create Maurid Monster (Su): Once per day, Afelbain can draw upon the energies of the Id Core to create maurid monsters as a full-round action that does not provoke an attack of opportunity. The exact creation is randomly drawn from the memories that lurk within the Id Core; when Afelbain uses this ability, roll on the wandering encounters table for this level to determine what kind of maurid is created. Note that some maurid monsters appear in groups (such as the maurid guards or the maurid troll rangers). When they are created, Afelbain can place the monsters as he desires within the confines of area 123.

Command Maurid Monster (Su): As the primal maurid, Afelbain can command all maurid monsters as if they were under the effects of a *dominate monster* spell.

Immaterial Form (Su): Afelbain's natural state of being is of pure thought. In this form, he can observe anything and everything in this room, but cannot communicate or otherwise interact with the physical world. He can manifest a physical

body anywhere in area 123 as a free action, as long as he has at least 1 hit point. Voluntarily demanifesting is a full-round action that provokes an attack of opportunity. Hit point damage, ongoing conditions, and other physical ailments are all healed when he manifests a new body, and any ongoing spell effects in effect on his previous manifestation are lost. Any spells cast or spell-like abilities previously used remain unavailable until he can prepare new spells.

When physically manifested, Afelbain functions with the statistics presented above. If he's reduced to zero hit points, he is immediately forced into its immaterial form. He cannot manifest a new physical body for 24 hours.

Note that when he demanifests, his gear drops unceremoniously to the floor. As a result, Afelbain is loath to use this tactic to heal himself in the middle of combat, and does so only if reduced to fewer than 10 hit points. When he manifests a new physical body, he gathers up his gear as quickly as possible.

Mnemonic Enhancement (Su): Afelbain can choose to retain a prepared spell after he casts it by making a successful Concentration check (DC 20 + the level of the spell to be retained) as he casts the spell. Casting spells in this manner disrupts his physical being somewhat; each time he makes a Concentration check to retain a prepared spell, he cannot cast spells at all for one round.

Skills: Bluff +12, Concentration +19, Craft (trapmaking) +29, Intimidate +12, Knowledge (arcana) +29, Knowledge (architecture & engineering) +29, Knowledge (history) +29, Knowledge (religion) +20, Knowledge (the planes) +29, Listen +11, Search +18, Sense Motive +11, Spellcraft +31, Spot +11.

Feats: Craft Rod, Craft Wondrous Item, Greater Spell Focus (evocation), Greater Spell Focus (necromancy), Maximize Spell, Quicken Spell, Scribe Scroll, Skill Focus (spellcraft), Spell Focus (evocation), Spell Focus (necromancy).

Languages: Common, Abyssal, Draconic, Giant, Infernal.

Spells (5/8/8/7/7/7/6/3/3; save DC 20 + spell level): 0—*acid splash, detect magic, flare*, touch of fatigue** (2); 1st—*burning hands**, *chill touch**, *grease*, *ray of enfeeblement** (2), *shocking grasp** (2), *true strike*; 2nd—*blindness/deafness**, *detect thoughts*, *ghoul touch** (2), *resist energy*, *scorching ray**, *see invisibility*, *web*; 3rd—*dispel magic*, *clairaudience/clairvoyance*, *fireball**, *lightning bolt**, *ray of exhaustion**, *suggestion*, *vampiric touch**; 4th—*bestow curse**, *confusion*, *enervation** (2), *ice storm**, *shout**, *wall of fire**; 5th—*cone of cold**, *feeblemind*, *hold monster*, *magic missile** (quickened), *shield* (quickened), *shocking grasp** (quickened), *waves of fatigue**; 6th—*acid fog*, *chain lightning**, *eyebite**, *repulsion*, *symbol of fear**, *true seeing*; 7th—*finger of death**, *spell turning*, *waves of exhaustion**; 8th—*horrid wilting**, *polar ray**, *prismatic wall*.

*Evocation or necromancy spell. These spells have a save DC of 22 + spell level. *Prohibited Schools*: Illusion, Transmutation.

Possessions: *Staff of Shadow Maiming* (Appendix 1), *metamagic rod of lesser maximize*, *bracers of armor +6*, *headband of intellect +6*, Afelbain's diary (see p. 90). This gear is real, unlike the gear possessed by other maurids.

- **Maurid Troll Rgr6 (2):** hp 168 each; SQ maurid traits; *Monster Manual* 247.
- **Maurid Stone Golems (2):** hp 170 each; SQ maurid traits; *Monster Manual* 136.
- **Maurid Dread Wraiths (2):** hp 192 each; SQ maurid traits; *Monster Manual* 258.

Treasure: Apart from his gear, Afelbain owns a large, leather-bound journal. It contains entry notes from many hundred years ago. Penned in a stylish script are sundry miscellaneous notes about various components needed for his necromantic craft. A large treatise regarding the building of the castle dungeons is encapsulated in a short on page 90, but a few pages detailing levels below the Statuary have been removed from the diary and are currently in the possession of Nahguud (area 104). The journal is fairly mundane, but the information it contains is priceless to anyone who wishes to further explore the dungeons below Maure Castle.

Development: If Afelbain's physical manifestation is destroyed, the Id Core is weakened. It now deals only 1 point of Wisdom drain on a touch, and any maurid monsters that are slain are forever destroyed. Of course, Afelbain recovers and can manifest a new body 24 hours later, at which point the Id Core returns to full strength.

The Id Core itself is formed from the dreams and desires of the entire Maure family. They are its silent generators, unknowingly providing the evil and psychically potent energies collected amongst them and now overflowing from hundreds of years of blasphemies, murders, demonic alliances, and spell weaving. In order to destroy the Id Core (and thus permanently destroy Afelbain), the remaining nine Maures that still exist must first be slain. The names of these individuals are recorded on the stairs to the *Eye of the Elder* (area 104), but the locations of these Maures, their powers, and their goals are beyond the scope of this adventure.

7th: the statuary

uncle's great project begins. our dungeons will expand threefold! i had the good fortune to witness the summoning of the prince. dread talons ordered the sculpting of the halls and things from the pit bent their will to it, 7 times making 7 passes through the matter so that even the earth trembled and obeyed. a blessed occasion! uncle wants me to help with the others, so i order my legions of the night and whatever slaves of the pit which will obey. we shall construct a statuary to honor the arcane accomplishments of our house.

8th: the greater halls

all of our family had specific instructions regarding its crafting. and uncle relented for the most part, but he instructed me to use this mainly as a repository for my army. he wanted it close at hand. elluvia bothered me about this, especially about the whereabouts of the bone scroll, but i pointed her in the latter to the crypts. she seemed pleased. y should be pleased, too, as he hates the succubi, and uncle wishes no relation with elluvia for this.

9th: the family crypts

each of us added to the plan for this and my legion proceeded to build from it. it is a mockery, really, for we all have stratagems to defeat the "worm." each crypt, so i assume, will instead be filled with tokens marking the achievements of each of our family members. uncle joked that his would contain a long lament expressing rage, that being his reaction to eternal death.

10th: the reliquary

an odd request by uncle, but none the less something he wishes done to the point of honor and obeisance. i have planned a small temple so that at stages we can each approach the master. elluvia is opposed to the plan if it doesn't include her winged mistress, but i have convinced her of an expenditure which should please uncle, so he might relent when it comes to suggesting her pit. it is best to keep her brood below and closer to the master.

11th: the outer sanctum

truly the gathering place for the family; uncle even suggested a sacrificial pit to y for amusement. there has been some talk of guardians being placed here to guard the way to the treasury. the chains of bilogresh, a token from y for uncle's lifelong service, decorate and protect the outmost corridors here. this has made elluvia furious, as her ascent or descent from the planned pit is in either case guarded.

12th: the treasury

ah. uncle's hardest convincing took place here. i am sure that the entire family fortune will not be put in one place such as this, as no one family member trusts another; but enough should be sequestered against "future family wont" and the "unexpected," as uncle put it. each member added their own designs and traps here, including special importations of fiends and the like. it's more a tool than anything else, but serves its purpose.

13th: the stalactites

these natural limestone formations surprised uncle and me, but we made use of the mazes presented. traps and misdirections were placed to dismay interlopers. the significance of an ancient basaltic slab found buried here is still perplexing us. the idea of a heretofore unknown subterranean past boggles the mind, as no additional clues concerning it exist.

14th: elluvia's pit

finally it is finished. after long and arduous nights spent detailing everything with her "lady," it is rather grandiose, but considering elluvia's contributions to our arcana not unwarranted. at least she seems satisfied with the caves and tunnel pock marking it, though where her creatures will fly to i have no clue.

15th: warlock's walk

a misnomer, really. a testing ground for true members of the family only with riddles and traps for the unprepared. uncle added a surprise which he warned me to keep secret, and i will, carving it upon my staff for future use as a key reminder only.

16th: the cells

delightful! prisoners for y, as he revels in the taste of flesh. guards were a problem, as was sustenance for prisoners awaiting those times when y's hunger is at its height, but we managed. elluvia again interceded on her mistress's behalf to gain a portion of the offerings for her at the pit, but uncle rejected her suggestion most sternly and the matter was dropped.

17th: the furnaces

a great enchantment was laid upon this area, summoning fire from the deepest pits and consigning the fallen to work the forges here. the furnace spirits seem most calm during the winter and most active in the spring, when great vents of steam change this place's aspect and it becomes slime-ridden with all those noxious growths uncle has attributed to elluvia's tamperings.

124. Statuary Treasury

This huge room is lit with flickering wisps of red light that flit through the air like burning feathers carried on a gentle breeze. The floor is highly polished marble, reflecting the flitting lights above. The ceiling vaults into the shadows above, vast beams of stone supporting a roof nearly one hundred feet high. To the north and south, massive statues of twenty-foot-tall emaciated gnolls stand against the walls, four along each wall. The gnolls all wield massive black and silver scythes, which arc down from the walls so their points nearly touch the scythe opposite in a row down the center of the room. At the far end, the red lights illuminate a dazzling display of wealth heaped before another scythe-wielding statue. This human-sized statue, sculpted of tar-black marble, depicts a slavering yet somehow regal man with rotten flesh and razor-sharp teeth. The scythe he clutches possessively to his chest in his oversized claws is a normal-sized duplicate of the massive black and silver weapons held by the gnoll statues, yet despite its smaller size it seems somehow more menacing and terrible.

This room was used to store a vast amount of wealth and goods that Afelbain collected during his life. The majority of these treasures remain here, untouched and pristine as they

were the day the magical catastrophe laid low the Maure line. The entire room is protected by a *permanent dimensional lock* spell (caster level 20). No other guardians or traps lie in wait for the PCs here; Afelbain always figured that the *guardian shields* and minions in place elsewhere on this level were more than enough.

As the downward-pointing scythes are approached, the gnoll statues that wield them grind to life, raising up the scythes in salute to those who pass by. The statues are not constructs or golems, just simple animated statues created by Afelbain to soothe his need for the dramatic. The statues themselves are depictions of Yeenoghu, as a Knowledge (the planes) check (DC 20) reveals.

The statue of the feral, clawed humanoid against the west wall is of a powerful Abyssal menace known as the King of Ghouls. A successful Knowledge (the planes) check (DC 30) identifies him as one of Yeenoghu's most powerful allies.

Treasure: The dozens and dozens of art objects and chests of gems and coins concisely stacked around the base of the statue are of all manner of ancient styles and motifs. Taken in total, the treasure is worth 12,000 gp. In addition, several magic items are intermingled with the treasures, including a *frost brand*, a *ring of x-ray vision*, a *tome of leadership and influence +3*, a *philosopher's stone*, and a strange green wand. This green wand is in fact a green key baton used to deactivate green *guardian shields*; it is worth 500 gp but is not magical

The greatest treasure in this chamber, of course, is the scythe gripped by the statue of the King of Ghouls. If this statue is approached within 5 feet, it animates in a way similar to the statues of Yeenoghu, raising up the scythe and presenting it, open handed, to whomever approaches. The scythe may be taken without penalty; it is known as the *Scythe of Yeenoghu*. This potent weapon has strange and terrible runes carved into its black handle and silver blade. With a Knowledge (arcana) check (DC 26), a PC realizes that these runes indicate part of a summoning ritual. Nothing more can be ascertained. It is used as a focus for a terrible ritual designed to summon the demon lord from the Abyss. This ritual must be performed on a deeper level of Maure Castle, and certainly requires additional sacrifices of an undetermined nature.

The *Scythe of Yeenoghu* is an intelligent, chaotic evil *+3 unholy dancing scythe*. It has an Intelligence of 15, a Wisdom of 10, and a Charisma of 15, and communicates via speech (it speaks Common, Abyssal, and Gnoll). It has darkvision to 60 feet and has 10 ranks in Intimidate and Bluff. It can *detect undead* at will. The *Scythe's* special purpose is to defend the servants and interests of Yeenoghu and grants its wielder a +2 luck bonus on attacks, saves, and checks when used to this end. It has an Ego of 21. While the *Scythe of Yeenoghu* detests being wielded by a non-worshiper of the Demon Lord of Gnolls, it suffers such indignities if it feels it can Bluff its way into more appropriate hands. It has a total market value of 254,518 gp to the right buyer.

Concluding the Adventure

By the time the PCs finish the Statuary level of Maure Castle, they should have at least advanced to 16th level, or perhaps even 17th level. The cult of Kerzit is likely disrupted, the PCs should have gained unimaginable wealth (including a few artifacts), and Eli Tomorast may be dead once again. Whatever goal drew the PCs to Maure Castle is most likely complete, and their rewards collected. Yet this is not the end of adventure.

If any of the Seekers, the Claws of Yeenoghu, or the cultists of Kerzit survive the PCs' assault, they doubtless harbor deep resentment. Both the Seekers and the Claws of Yeenoghu have members elsewhere, and they eventually learn of what the PCs have done to their allies and seek revenge. And while the cultists of Kerzit are fairly self-contained in the dungeon, the sinister demonic creators of Kerzit and the *Tome of the Black Heart* do not abide Kerzit's death or the theft of the *Tome*, and may be the most dangerous of all these vengeance-haunted menaces.

Of more immediate concern, however, is the Id Core and Afelbain. While the PCs can defeat the primal maurid and rob the Statuary's treasury, the means to permanently destroy both the maurid and the Id Core lie beyond the Statuary on other levels of Maure Castle. Counting Afelbain's maurid, ten members of the Maure family still exist, in some fashion or another, in the depths below the castle. Afelbain's diary and the Delving Deeper sidebars give hints as to what lurks in these cyclopean levels, and while details of further levels may some day appear in *Dungeon*, they can just as easily be developed by you.

Finally, there is the matter of the eight-pointed star in area 1. The eight locations keyed to this star are certainly dangerous, remote, and unique, yet for those who seek the ultimate prize of Suel Power Magic, there may be no better place to start looking than Maure Castle.

Appendix 1: New Items

dust of dullness

A single dose of this dust can either be poured on a single target or hurled to cascade into a 10-foot-long cone. If used against a single target, the saving throw to resist the dust's effects is made at a –4 penalty. Any living creature touched by the dust must make a successful Fortitude save (DC 13). Those who fail to save roll 1d6 and consult the table below to determine which of their senses are dulled. The effects of this roll are cumulative; someone who rolls a 6 has all six senses dulled. The effects of *dust of dullness* last for 1d6 hours.

Roll	Result
1	*Taste*: Victim suffers a –4 penalty on saving throws made to resist ingested toxins.
2	*Smell*: Victim loses the scent ability, if possessed.
3	*Hearing*: Victim is deafened.
4	*Touch*: Victim suffers a –2 penalty on attack rolls and Dexterity-based skill checks.
5	*Sight*: Victim is blinded.
6	*Sixth Sense*: Victim cannot cast divination spells, and suffers a –4 penalty on Will saves.

Moderate necromancy; CL 7th; Craft Wondrous Item, *contagion*; Price 1,500 gp.

pendant of invisibility

A *pendant of invisibility* consists of a diamond set on a silver chain and is meant to be worn around the neck. Up to three times a day, a creature can activate this item to benefit from *invisibility*, as the spell.

Faint illusion; CL 3rd; Craft Wondrous Item, *invisibility*; Price 7,200 gp.

afelbain's gems (minor artifacts)

Only two of these potent gemstones exist. One of the gems is a massive sapphire, and the other is an equally massive ruby; to someone unaware of their magical powers, each is worth 20,000 gp.

Either gem can be magically implanted into the base of a creature's neck with a successful Heal check (DC 30); failure by 5 or more deals 2d6 points of Constitution damage to the recipient. Once implanted, the gem bonds with the creature's body and cannot be removed without killing the creature. The effects of each gem are similar.

A creature implanted with the ruby gains the fire subtype and can breathe out a 20-ft.-long cone of fire as a standard action once every 1d4 rounds (but no more than five times a day).

A creature implanted with the sapphire gains the cold subtype and can breathe out a 20-ft.-long cone of frost as a standard action once every 1d4 rounds (but no more than five times a day).

Whatever the damage type, each breath weapon inflicts 10d6 points of damage. A successful Reflex save (DC 10 + half the creature's Hit Dice + the creature's Constitution modifier) halves the damage done.

No more than one gem may be implanted on a single creature unless that creature has two or more heads.

Strong evocation [cold or fire]; CL 20th.

silver key of portals (minor artifact)

This silver skeleton key, a relic created by the god Dalt, functions like a *chime of opening* when it is touched to the bars, door, lock, lid, portal, or shackles to be opened. The key automatically dispels a *hold portal* or *arcane lock* with a caster level of less than 30th level. The wielder gains a +30 insight bonus on Escape Artist checks. The wielder can call on each of the following powers twice per day, at will: *passwall, ethereal jaunt, word of recall.*

If Mordenkainen loans this artifact to the PCs, he expects its return. PCs who think to abscond with it would do well to consider the repercussions.

Overwhelming transmutation; CL 30th; Weight 1 lb.

staff of shadow maiming (minor artifact)

This is an ironwood staff covered with ancient necromantic symbols. One end of the staff bears an ornate "Y" sigil, while the other bears a stylized glyph shaped like a gnoll's face. The *Staff of Shadow Maiming* is a *+3 undead bane ghost touch quarterstaff*; both ends of the staff bear these qualities.

The staff grants four additional effects to the one who carries it. First, the wielder gains a +2 deflection bonus to his Armor Class against undead. His mind is protected as if by *protection from evil*, preventing possession and mental commands. All necromancy spells cast by the wielder gain a +2 bonus to caster level. Finally, any shadow, slow shadow, or creature from the Plane of Shadow that is damaged by this weapon must make a successful Fortitude save (DC 15) or be slain (or destroyed, if the creature is not living).

Strong necromancy; CL 20th; 4 lb.

sword of the ebon flame (minor artifact)

This potent weapon is a *+4 flaming burst chaotic unholy longsword*. Black flickering flames dance about its face and

edge, although the weapon does not radiate warmth. In combat, the flames wreathe the entire sword but do not harm the wielder. A victim that takes fire damage from the *Sword of the Ebon Flame* catches fire if he fails a Will save (DC 15); the flames are as much a physical force as they are a spiritual force. They inflict 1d6 points of fire damage per round, and cannot be extinguished by water, wind, sand, or any other physical medium. The victim can make a new Will save each round (DC 15) as a move action to extinguish the fires; *quench* can also extinguish them, as can *dispel magic*. This magic fire is much less effective against creatures with the water subtype, and always deals minimum damage to such creatures. Water creatures cannot be ignited by the ebon flames.

The wielder of the *Sword of the Ebon Flame* gains darkvision to a rage of 60 feet; if he already possesses darkvision, its range increases by 60 feet. The *sword* also hones his senses, and grants the Alertness feet to the wielder as long as it is held.

It is thought that several varieties of this *sword* exist, one each for all combinations of alignments. Information is scarce and unreliable, indicating that the *swords* might be more likely found on other planes. Each of these *swords* also comes with a specific curse. This *sword's* curse causes it to be less effective when used against chaotic evil targets. Against such targets, the *sword* functions as a –3 *longsword*, and such creatures gain a +4 bonus on Listen and Spot checks made to notice the wielder.

Strong evocation [chaos, evil]; CL 20th; 4 lb.

Whip of Red Shadows (Minor Artifact)

The *Whip of Red Shadows* is a *+4 brilliant energy shocking burst whip*. On a successful critical hit, it tears away the victim's shadow, leaving behind a weeping scarlet silhouette in its wake as the victim's actual shadow merges with the whip. Until the shadow is healed, the wielder of the whip gains a +2 bonus on attack rolls and damage rolls with the whip against that target, and inflicts 2 points of Wisdom drain with each successful hit. A torn shadow can be healed with a *greater restoration*, *miracle*, or *wish* spell; otherwise it must be allowed to heal naturally (which it does after the victim gets 8 hours of uninterrupted rest).

Strong necromancy; CL 20th; Weight 2 lb.

Eye of the Elder (Major Artifact)

The *Eye of the Elder* is an ancient and potent artifact that looks like a *crystal ball*. It exudes a greenish light that provides illumination equal to that of a candle. Its history is obscure and ancient indeed, and is said to be tied to gods that existed prior to those now worshiped in the World of Greyhawk.

The *Eye of the Elder* functions as a *crystal ball* with *see invisibility*, *detect thoughts*, *telepathy*, and *true seeing*. While its owner sleeps, a large white eye shot with yellow roams within its confines, stopping at times to look upon the sleeper if he is nearby. It disappears amongst the swirling green lights as the sleeper awakens or when someone approaches within 30 feet. The stare of this strange eye initiates dreams and visions in the owner's mind. The orb's owner must make a successful Will save (DC 25) each month or spend 1d4 days using the orb in a "forever search." During this search, the scryer has no idea of what he seeks, but the compulsion to scry upon things seemingly unrelated is so strong that he continues to use the *Eye* for the duration of these 1d4 days without sleep and without pausing to eat or drink.

Once per month, the owner may make a DC 27 Spellcraft check while using the *Eye* to scry. Success causes two arcane words to manifest in his mind; these are command words that can be used to activate two additional powers. After the word is used, it is lost and it must be regained in a month with another successful Spellcraft check.

Maw **(Form)**: The owner can use this command word to spontaneously cast any transmutation spell he knows. This does not use up a spell slot. The transmutation spell is enhanced by the Extend Spell feat.

Kus **(Power)**: The owner can use this command word to spontaneously enhance a spell he casts with any two metamagic feats from the *Player's Handbook*.

Strong divination; CL 20th; 7 lb.

Tome of the Black Heart (Major Artifact)

This book was written by several evil magi, whose time of existence upon Oerth is not recorded, save that they dwelt near the Valley of the Mage. The *Tome* was lost during those years when the Mage of the Valley brought down a great ruin upon these evil ones. The *Tome* slipped from the ways of dread for a time, only to be located by Tomorast in a curio shop in the city of Greyhawk! The legends do not tell how it came to be there, but it was truly lucky for Tomorast that he found it, for it contained what he had always sought: power and arcane knowledge to procure still more power. He has read extensively from this book, although he is forced to offer a sacrifice to Kerzit every time he peruses its worm-eaten pages.

Through the use of the *Tome* and his own baleful spells, Tomorast has created and brought to life many of the objects that reside on the dungeon levels beneath Maure Castle. His greatest artificing was performed, using the knowledge imparted by the *Tome*, in the creation of the iron golem that protects the Great Hall. Through the use of the *Tome*, he has summoned many evil and knowledgeable spirits to guide him in acquiring knowledge of other planes, and how to traverse this realm while remaining in his physical body.

The *Tome of the Black Heart* is written in Abyssal, and is comprised of many and varied powers and summonings. Each area covered is listed hereafter. Anyone who can cast 6th-level arcane spells can make use of the rituals contained in this book; a Use Magic Device check to emulate a class feature (DC 20) also allows use of the rituals.

Pages 1–12: These pages describe the calling of the guardian demon Kerzit. This conjuration requires 10,000 gp in crushed black opals, the sacrifice of an intelligent humanoid, and two weeks of preparation and meditation. Appropriate vestments must be worn (see area 96), and the words, "Kerzit the Mighty, Kerzit the Strong, Kerzit the Guardian, Kerzit! Kerzit!! Kerzit!!!" must be chanted. This chant protects the conjurer from Kerzit's attack. At the end of the ritual, which takes 10 minutes to perform, Kerzit appears in a blast of putrescent wind and black smoke. He is immediately affected by a *binding* spell cast at caster level 20, and gets no saving throw to resist the effects of the spell. Every time the *Tome* is used, a new sacrifice must be offered to the guardian demon, and the precise ritual must be repeated. Until this binding ritual is completed, the other rituals in the *Tome* do not function.

Pages 13–50: These pages contain the history of the *Tome* as recorded by its unknown authors. Tomorast's scrawl can be identified, as he keeps updating the *Tome* as he learns from it.

Pages 51–120: These pages describe the making of a special iron golem identical to the one found in area 22. These instructions grant a +5 competence bonus on skill checks made to craft the golem's body; assembling the body requires a DC 24 Craft (armorsmithing) check or a DC 24 Craft (weaponsmithing) check. The ritual holds the prerequisite spells needed for the golem, and effectively grants the builder use of the Craft Construct feat. The ritual can be performed once a year, and it supplies the required XP for creating the golem. The builder must still take six months of time and spend 200,000 gp in raw materials. The builder can incorporate two weapons of his choice into the building of the golem; doing so grants the golem Two-Weapon Fighting as a bonus feat but binds the weapons to the golem so that they cannot be removed without destroying them.

Pages 121–200: These pages describe the construction of an item known as the *Dagger Obelisk*. This requires three months of preparation time and magical investigation and a 30,000-gp sacrifice to the deities Fharlanghn and Celestian. The ritual itself provides the XP required to create the dagger. The components required for the creation of the dagger include 3 pounds of horn-blende, a *teleport* spell, an extended *plant growth* spell, and a sapphire worth at least 5,000 gp (the sapphire must also be at least 95% flawless). Once complete, the *Dagger Obelisk* functions as a +5 *dagger*. Its primary function, however, is much different.

If the *Dagger Obelisk* is thrust into fertile ground up to its hilt, a rumbling manifests and the ground parts to make way for a green, spiraling, 30-ft. by 8-ft. plant stalk that pushes up out of the ground and stops in front of the character. A grotto near the front of the stalk appears to be a passageway. This is, in fact, a portal to the Lost City of the Elders. The *Dagger Obelisk* is consumed when it creates this portal.

Pages 201–268: These pages cover the names of four spirits that can provide information about other planes, if conjured or summoned. The book itself does not grant the ability to contact the spirits, but if the book is used as a focus for any spells to contact, call, or summon these creatures, the caster gains a +4 bonus to his effective caster level. Spells that this can apply to include *contact other plane* and *gate*.

Rar-Tum is a spirit of the Elemental Planes. He appears as an admixture of fire, air, water, and earth.

Kesh-Gurh is a spirit of the Para-Elemental Planes, and appears as flowing dust particles filled with ice, heat, and vapor.

Sha-Duan, a spirit of the Plane of Shadow, appears as a 10-ft.-high shadow, and talks in low, sonorous tones.

Mezzik is a spirit of the Demiplane of Knowledge Concerning the 666 Layers of the Abyss and the Layers of Carceri. He prefers to appear as a vrock with bright red skin and green feathers. In fact, he is actually an imp with the ability to *shapechange* into a vrock for one hour per day.

Strong conjuration [chaos, evil]; CL 20th; 5 lb.

DOWNER part thirteen

My Lord, the banality of this "evil" city astounds me. Life goes on here as it would most anywhere else.
Then the hiss and pop of gate spells. A lot of them.
Hellscum. Lemures. The first wave.
I lose my cool.
Hurrr!
I was naive to think the city defenseless.

Story and art by **Kyle Stanley Hunter**. Lettering by **Sean Glenn**. A **Super Unicorn** production. **www.superunicorn.com**

CITZENS!
OUBLIETTE IS UNDER *INFERNAL SIEGE!* EVACUATE THE PROMENADE!
BY ORDER OF LORD GARIOK, *ARTISANS* AND THE *WEALTHY* RECIEVE PRIORITY AT THE CIVIC SHELTERS!
MILITIA IS EXPECTED TO *SERVE WHERE THEY STAND!*
THE CONSTABLE!
KEEP WALKING.
YOU! FLAYER! ALL ILLITHIDS ARE TO RENDEZVOUS AT THE LORD'S MANOR!
SOD THAT! WE'RE GOING TO THE ONE PLACE THAT'LL BE SAFE DURING THIS MADNESS!
"THE TEMPLE OF LOLTH."
TO BE CONTINUED

Appendix 2: New Monsters

demon, colchiln

Small Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)
Hit Dice: 8d8+72 (108 hp)
Initiative: –1
Speed: 20 ft. (4 squares)
AC: 22 (+1 size, –1 Dex, +12 natural), touch 10, flat-footed 22
Base Attack/Grapple: +8/+10
Attack: Claw +15 melee (2d6+6)
Full Attack: 2 claws +15 melee (2d6+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Adamantine claws, spell-like abilities
Special Qualities: Damage reduction 10/cold iron or good, darkvision 60 ft., immune to electricity, immune to fear, immune to poison, resistance to acid 10, resistance to cold 10, resistance to fire 10, scent, spell resistance 18
Saves: Fort +15, Ref +5, Will +7
Abilities: Str 22, Dex 8, Con 28, Int 8, Wis 12, Cha 10
Skills: Bluff +11, Climb +17, Diplomacy +2, Hide +16, Intimidate +2, Jump +11, Listen +12, Move Silently +12, Spot +11
Feats: Improved Sunder, Power Attack, Stealthy
Environment: Infinite Layers of the Abyss
Organization: Solitary, pair, or gaggle (3–12)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9–12 HD (Small), 13–20 HD (Medium), 21–24 HD (Large)
Level Adjustment: +8

The stooped creature has black scaly skin and lidless, bulbous white eyes. A forked tongue flickers out of its toothless mouth. Its hands have four fingers, each tipped with a metallic claw.

The colchiln are demons set upon the world to assist powerful creatures, and as such may be encountered wherever major concentrations of evil are located. They most often dwell underground in mountainous caves that extend into the inky depths of the earth, or in lower-level dungeons where abominable rites are practiced and horned nonhuman deities are worshiped. Created from the damned souls of the lost, their mission is to serve and follow. Incapable of imaginative thought, they nevertheless have a good memory and follow orders explicitly. They are often incorporated into legions to fight subterranean wars to which those "evil ones of the pits and caverns" are accustomed.

Colchiln are three-and-a-half feet tall and weigh 100 pounds.

Combat

A colchiln attacks with its supernaturally strong claws, grasping and slashing with a mad frenzy. Once a colchiln starts an attack, only death, dismemberment, or something equally potent can stop it.

Adamantine Claws (Su): A colchiln's claws are supernaturally strong, and can penetrate damage reduction/adamantine with ease. Additionally, colchiln claws bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20.

Spell-Like Abilities (Sp): At will—*darkness, jump, see invisibility*. Caster level 8th. The Save DCs are Charisma-based.

demon, kerzit the guardian

Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)
Hit Dice: 24d8+216 (324 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
AC: 36 (–1 size, +3 Dex, +24 natural), touch 12, flat-footed 33
Base Attack/Grapple: +24/+42
Attack: Bite +37 melee (4d8+14/19–20 plus poison)

Full Attack: Bite +37 melee (4d8+14/19–20 plus poison) and 2 tentacles +35 melee (1d8+7) and 2 sawing arms +35 melee (2d10+7 plus abyssal wound)
Space/Reach: 10 ft./ 10 ft.
Special Attacks: Abyssal wound, poison, rend 2d6+21, spell-like abilities, *summon tanar'ri*
Special Qualities: Damage reduction 15/cold iron and good, darkvision 120 ft., immunity to electricity, immunity to fire, immunity to poison, resistance to acid 10 and cold 10, see invisibility, spell immunity, spell resistance 32, telepathy 100 ft.
Saves: Fort +23, Ref +17, Will +22
Abilities: Str 38, Dex 16, Con 28, Int 14, Wis 22, Cha 24
Skills: Climb +41, Concentration +36, Intimidate +34, Jump +41, Knowledge (arcana) +29, Knowledge (geography) +29, Knowledge (history) +29, Knowledge (the planes) +29, Listen +33, Spot +33
Feats: Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Critical (bite), Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (*unholy blight*)
Environment: *Tome of the Black Heart*
Organization: Solitary
Challenge Rating: 18
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: 25–30 HD (Large), 31–48 HD (Huge), 49–66 HD (Gargantuan), 67+ HD (Colossal)
Level Adjustment: —

The creature's head is something like that of a wolf, with menacing silver eyes and black-toothed jaws that drool a grayish fluid. Its body is covered with matted black fur that seethes with vermin. The creature has four arms; the upper are long octopus tentacles while the lower are chitinous, almost insectoid arms with serrated edges. Its feet are like wolf paws, but with polished black talons.

Kerzit is a special guardian, created more powerful demons to serve the cause of chaos on the Material Plane.

Kerzit is currently the guardian demon of the *Tome of the Black Heart*, summoned forth from that diabolical libram by Eli Tomorast as a necessary prelude for the use of powers and other arcane knowledge contained within that leather-bound manual of black lore and demon-begotten magic. Kerzit maintains a watchful vigil over the book, and, in return for this service, accepts sacrifices from Tomorast.

Although Kerzit is a unique demon, his Hit Dice can be advanced as outlined above to provide a challenge for higher-level parties. Kerzit's CR increases by +1 every 2 Hit Dice he gains.

Kerzit is 10 feet tall and weighs 4,000 pounds.

Combat

Kerzit prefers to wade into combat with his five natural attacks, lashing out at a single target with his bite and tentacles in an attempt to rend. He attacks other opponents with his sawing arms. The first three rounds of combat are almost always accompanied by quickened *unholy blights*; by using Concentration checks Kerzit can use this spell-like ability defensively with terrible ease.

Abyssal Wound (Su): The damage Kerzit deals with his sawing arms causes persistent wounds. An injured creature loses 4 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 25 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* or *heal* spell on a creature damaged by Kerzit's sawing arms must succeed on a DC 31 level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss, but does not

restore any hit points already lost. The check DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 31, initial and secondary damage 3d6 Constitution drain. The save DC is Constitution-based.

Rend (Ex): If Kerzit hits a single opponent with both of his tentacles and with his bite, he latches onto the target and tears into it. This attack automatically deals an extra 2d6+21 points of damage.

See Invisibility (Ex): Kerzit can constantly see invisible creatures as if under the effects of *see invisibility*.

Spell-like Abilities (Sp): At will—*darkness, detect magic, telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 25), *unholy blight* (DC 21); 1/day—*heal, weird* (DC 26). Caster level 17th. The save DCs are Charisma-based.

***Summon Tanar'ri* (Sp)**: Twice per day, Kerzit can attempt to summon 1d6+1 hezrous or 1d4+1 glabrezus with a 70% chance of success. This ability is the equivalent of a 6th-level spell.

Spell Immunity (Ex): Kerzit is immune to any arcane spell or spell-like ability of 3rd level or lower or any divine spell or spell-like ability of 1st level or lower if that spell or spell-like ability allows spell resistance.

demon, nabassu

Its body is tall and sinewy. The head is very long with small horns and large, bat-like ears. Its teeth are practically tusks and set in a mouth that almost seems too large for its head. The eyes glow with a hateful yellow light. Its long fingers end in equally long talons. Scales cover its bat-like wings and skin. Tufts of black fur perch on its shoulders, and the creature's back and arms are dull black while the chest and belly are a sickly dirty gray.

Also known as "death stealers," nabassus are demons who foster and grow to maturity on the Material Plane. These dreadful monsters trouble mankind continually by raiding in order to work their great evil, thus satisfying their lust for cruelty and their desire to regain their place on the Abyss. In order to grow and mature, each nabassu must slay many humanoids, create evil undead, and wreak wickedness.

A newly created larval nabassu automatically generates a tiny portal and *plane shifts* to a random location on the Material Plane. It must then seek out humanoids to feed upon and transform into undead. If it survives long enough to achieve maturity, it spontaneously generates a second portal and *plane shifts* back to the Abyss. A nabassu can create these portals only twice in its lifetime, and cannot bring other creatures with it.

Combat

All nabassus, be they larval or mature, have several features in common. As a nabassu matures, it grows taller and more muscular, and the intensity of its glowing eyes increases. Larval nabassu eyes glow with the equivalent of a candle, while those of a mature nabassu glow with the equivalent of torchlight.

In either form, a nabassu prefers to use its physical attacks (particularly its feed attack) and gaze weapons against humanoids. Against other foes, it relies mostly on spell-like abilities, closing to melee only as a last resort.

Sneak Attack (Ex): A nabassu can make a sneak attack like a rogue, dealing extra damage whenever its opponent is denied his or her Dexterity bonus, or when the nabassu is flanking. The amount of sneak attack damage the nabassu deals depends on its maturity.

Spell-Like Abilities (Sp): At will—*darkness, obscuring mist*.

Camouflage (Ex): A nabassu has the ability to change the coloration of its flesh between various shades of black, gray, and brown. As a result, it gains a +8 circumstance bonus on all Hide checks made in underground or barren terrain.

larval nabassu

A larval nabassu stands about 6 feet tall when it first arrives on the Material Plane, but weighs only 150 pounds. The larval nabassu seeks out the nearest concentration of humanoids it can find and lurks on the periphery of their civilization, often in a cave or abandoned building. It then spends its days asleep and its nights prowling the countryside for victims.

Combat

A larval nabassu has few spell-like abilities; it usually uses them to flush prey into a dead end and then closes in to attack with its bite and claws.

Feed (Su): A nabassu can feed on the body of a living but helpless humanoid, devouring both flesh and life-force in a terrible display of gore and horror. To do so, the nabassu makes a coup de grace attack on the humanoid; this provokes an attack of opportunity from any creatures that threaten the nabassu. If the victim is slain by the coup de grace, a significant physical portion of the victim's body is eaten by the nabassu, while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of life restoration that requires part of the corpse. A *wish, miracle*, or *true resurrection* can restore a devoured victim to life.

A nabassu advances in Hit Dice by consuming the bodies of humanoids in this fashion. For every three humanoids the demon devours, it gains 1 Hit Die, and its natural armor and spell resistance each increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally; most nabassus focus on their Charisma scores when improving ability scores in this manner. A nabassu that reaches 15 Hit Dice through feeding immediately matures and *plane shifts* back to the Abyss.

	Larval Nabassu Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)	Nabassu Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)
Hit Dice:	5d8+30 (52 hp)	15d8+135 (202 hp)
Initiative:	+6	+9
Speed:	40 ft. (8 squares), fly 60 ft. (average)	40 ft (8 squares), fly 90 ft. (good)
AC:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16	31 (+5 Dex, +16 natural), touch 15, flat-footed 26
Base Attack/Grapple:	+5/+11	+15/+24
Attack:	Bite +11 melee (1d8+6)	Bite +24 melee (2d8+9/19–20)
Full Attack:	Bite +11 melee (1d8+6) and 2 claws +6 melee (1d4+3)	Bite +24 melee (2d8+9/19–20) and 2 claws +19 melee (1d8+4)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Feed, gaze weapon, sneak attack +2d6, spell-like abilities	Feed, gaze weapons, sneak attack +6d6, spell-like abilities, *summon tanar'ri*, *summon undead*, vampiric link
Special Qualities:	Camouflage, damage reduction 5/cold iron or good, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft.	Camouflage, damage reduction 10/cold iron and good, immune to electricity and poison, regeneration 5, resistance to acid 10, cold 10, and fire 10, spell resistance 28, telepathy 100 ft.
Saves:	Fort +10, Ref +6, Will +8	Fort +20, Ref +14, Will +16
Abilities:	Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17	Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 23
Skills:	Bluff +11, Concentration +14, Diplomacy +5, Gather Information +5, Hide +10, Intimidate +13, Jump +12, Knowledge (local) +10, Knowledge (the planes) +10, Listen +10, Move Silently +10, Spot +10, Tumble +10	Bluff +24, Concentration +27, Diplomacy +8, Gather Information +8, Hide +23, Intimidate +26, Jump +15, Knowledge (arcana) +23, Knowledge (local) +23, Knowledge (religion) +23, Knowledge (the planes) +23, Listen +23, Move Silently +23, Spot +23, Tumble +23, Use Magic Device +24
Feats:	Improved Initiative, Iron Will	Ability Focus (gaze weapon), Combat Casting, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will
Environment:	Any	Infinite Layers of the Abyss
Organization:	Solitary	Solitary, pair, or gang (3–6)
Challenge Rating:	5	14
Treasure:	Standard	Double standard
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	Special	16–20 HD (Medium), 21–30 HD (Large), 31–45 HD (Huge)
Level Adjustment:	—	—

Upon transforming into a mature nabassu, the larval nabassu's statistics change as detailed above.

Gaze Weapon (Su): The larval nabassu can activate its death-stealing gaze as a free action a number of times per day equal to its Hit Dice. Once activated, the gaze remains active for one round; when active, beams of sickly yellow light shine from its eyes. All humanoids who meet the nabassu's gaze and are within 10 feet must make a successful Fortitude save (DC 15) or part of their mortality is stolen and instantly absorbed by the nabassu. This inflicts one negative level. Humanoids drained to 0 levels by the nabassu's death-stealing gaze have their capacity to die completely consumed and immediately transform into a ghoul under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids.

The save DC is Charisma-based.

nabassu

A mature nabassu is a true force to be reckoned with. Upon returning to the Abyss, it establishes a dominion as quickly as possible and subjugates as many less-powerful demons as it can. Each nabassu seeks to establish itself as a potent lord, and eventually control vast reaches of territory on the Abyss. Its greatest enemies are other nabassu who wish to claim the territories for their own. A mature nabassu encountered on the Material Plane is always there as a result of being called

by powerful magic; it detests the time away from its Abyssal lair, since in its absence there is nothing to keep its minions from rebelling.

COMBAT

A mature nabassu does not enter combat lightly. Against opponents it believes to be much weaker, it has no qualms. When faced with those who may be its equal or superior in power, it prefers to use minions to soften up the enemy while it uses its spell-like abilities and other magic from afar.

Feed (Su): A mature nabassu can feed on the body of a helpless humanoid, but when it does so it merely gains the effects of a *death knell* spell (caster level 20). It does not advance in Hit Dice in this manner.

Gaze Weapons (Su): The mature nabassu's death-stealing gaze functions continuously to a range of 20 feet, and inflicts 1d4 negative levels unless a successful Fortitude save (DC 25) is made.

As a standard action, a mature nabassu can reverse its gaze, and instead of stealing death, can bestow death upon one creature per round. The range for the nabassu's gaze drops to only 10 feet, but it now affects all creatures (not just humanoids). Any creature that fails a Fortitude save (DC 25) against this gaze weapon is immediately slain.

The save DC for both gaze weapons is Charisma-based.

Spell-Like Abilities (Sp): At will—*enervation, ethereal jaunt, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *hold monster* (DC 20), *silence, true seeing, unholy aura* (DC 24), *unholy blight* (DC 20). 3/day—*blasphemy* (DC 23), *energy drain* (DC 25). Caster level 15. The save DCs are Charisma-based.

***Summon Tanar'ri* (Sp)**: Once per day a nabassu can attempt to summon 2d4 babaus or 1d4 hezrous with a 70% chance of success, or one glabrezu with a 30% chance of success. This ability is the equivalent of a 5th-level spell.

***Summon Undead* (Sp)**: A nabassu may summon undead up to three times per day. Each time it does so, it can choose to summon 2d4 bodaks, 1d4 abyssal ghouls, or a blood fiend. The abyssal ghoul and the blood fiend are detailed in the *Fiend Folio*. Summoned undead appear one round after this ability is activated, follow the nabassu's orders explicitly, and remain for a number of rounds equal to the nabassu's Hit Dice. This ability is the equivalent of a 9th-level spell, and the caster level of the spell equals the nabassu's Hit Dice.

Vampiric Link (Su): As a standard action a nabassu can establish a vampiric link between itself and any creature within 30 feet. The targeted creature can resist the link with a successful Will save (DC 23), otherwise the link remains in place until the target moves out of range or the nabassu targets a different creature with its vampiric link. The save DC is Charisma-based. A creature under the effects of a vampiric link finds that whenever he damages the nabassu, be it with spell or weapon, he suffers the same amount of damage. Additionally, if the creature targets the nabassu with a spell, the effects of that spell are duplicated and affect the caster as well, even if the spell fails to penetrate the nabassu's spell resistance or the nabassu makes its saving throw.

Regeneration (Ex): Damage caused by good weapons causes lethal damage to a nabassu.

hetfish

Tiny Magical Beast (Aquatic, Fire, Swarm)
Hit Dice: 10d10+10 (65 hp)
Initiative: +9
Speed: Swim 80 ft. (16 squares)
AC: 18 (+2 size, +5 Dex, +1 natural), touch 17, flat-footed 13
Base Attack/Grapple: +10/–2
Attack: Swarm (2d6 fire)
Full Attack: Swarm (2d6 fire)
Space/Reach: 10 ft./ 0 ft.
Special Attacks: Burn, distraction
Special Qualities: Darkvision 60 ft., half damage from slashing and piercing, immune to fire, low-light vision, swarm traits, vulnerable to cold
Saves: Fort +8, Ref +12, Will +3
Abilities: Str 2, Dex 20, Con 12, Int 2, Wis 10, Cha 1
Skills: Listen +7, Spot +10, Swim +13
Feats: Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes
Environment: Warm aquatic
Organization: Solitary or school (2–12)

Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

A shimmering flash of silver and orange bolts through the water. Each of the tiny fish in this swarm is covered with small bumps and unnatural-looking skin boils.

Found in both salt and fresh water, often near hot springs or geothermal vents, hetfish are unusual creatures indeed. Individually, the temperature of their flesh is scalding hot to the touch, but in a swarm their temperature rises considerably, often exceeding 350°F.

A single hetfish is about a foot long.

Combat

Hetfish are attracted to motion in the water. When disturbed, they swarm to meet the intruder. A hetfish swarm deals no physical damage, but the fantastic heat can quickly burn to death an unprotected creature.

Burn (Su): Those damaged by a hetfish swarm must succeed on a Reflex save (DC 16) or catch on fire. The flames burn for 1d4 rounds, inflicting 1d6 points of fire damage per round. These flames are supernatural in nature, and as long as a creature remains in the same square as a hetfish swarm, they cannot be extinguished except by magic (such as by *quench*). A character who escapes a square occupied by a hetfish swarm can take a move action to put out the flame; if the character is underwater at the time the flames go out automatically. The save DC is Constitution-based.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 16 Fortitude save or be nauseated for 1 round.

Skills: Hetfish use their Dexterity to modify Swim checks. A hetfish swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

maurid

Maurids are magical manifestations of creatures and beings drawn from the collective memory of the ancient Maure spellcasters, enhanced and given life by the awesome power of the Id Core. This magic functions similarly to how the spells *shadow conjuration* and *shades* work, except that the creatures created are 100% real and cannot be disbelieved. Maurid creatures behave as the regular creatures they are based upon, but since they are little more than memories made flesh, they are not true individuals and thus have no capacity to improve themselves. Although the maurid template can be applied to an advanced creature or a creature with class levels, a maurid monster cannot advance beyond its original Hit Dice or character levels. Likewise, maurids are infused with the insanity and chaos that gripped the Maure family in its final days, and as a result are equally chaotic in their actions and attitudes.

A maurid creature looks physically similar to the creature it is based upon, save that its colors are muted and dull and its outline often wavers and shimmers, almost as if the creature isn't really there.

Sample Maurid

Maurid Advanced Chimera
Huge Magical Beast (Maurid)
Hit Dice: 27d10+135 (405 hp)
Initiative: +4
Speed: 30 ft. (6 squares), fly 50 ft. (poor)
AC: 20 (–2 size, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple: +27/+43
Attack: Bite +33 melee (2d8+8)
Full Attack: Bite +33 melee (2d8+8) and bite +33 melee (2d6+8) and gore +33 melee (1d8+8) and 2 claws +31 melee (1d6+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Breath weapon
Special Qualities: Darkvision 60 ft., immune to mind-affecting attacks, low-light vision, maurid traits, scent
Saves: Fort +20, Ref +15, Will +11
Abilities: Str 27, Dex 11, Con 21, Int 4, Wis 13, Cha 10
Skills: Hide +1 (+5 in scrubland or brush); Listen +14; Spot +14
Feats: Ability Focus (breath weapon), Alertness, Cleave, Great Cleave, Hover, Improved Initiative, Improved Natural Attack (bite), Iron Will, Multiattack, Power Attack
Environment: Maure Castle dungeons and environs
Organization: Solitary, pride (3–5), or flight (6–13)
Challenge Rating: 15
Treasure: Standard
Alignment: Always chaotic evil
Advancement: —
Level Adjustment: —

The creature has the hindquarters of a huge goat and the forequarters of a great lion. It has dragon wings and three heads: a horned goat, a maneless lion, and a fierce dragon. Its coloration is dull gray, and it seems to shimmer slightly.

The ancient Maure sorcerers often used chimeras as guardians and even kept them as pets. This maurid represents their memories of these creatures taken to an extreme.

Combat

Breath Weapon (Su): This maurid chimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of fire

damage in a 20-foot cone, and allows a DC 28 Reflex save for half damage. The save DC is Constitution-based.

Creating a Maurid

"Maurid" is an inherited template that can be added to any creature.

A maurid uses all the base creature's statistics and abilities except as noted here.

Size and Type: The maurid's size and type do not change, but it gains the maurid subtype.

Hit Dice: Although the maurid's Hit Dice do not change, it automatically gains maximum hit points.

Special Qualities: The maurid retains all the special qualities of the base creature, and in addition it gains the following traits:

Maurid Traits: A maurid has the following traits.

—Immunity to mind-affecting attacks.

—Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed in a flash of white energy. A maurid creature reforms with full hit points at a random point somewhere within 500 feet of the Id Core 24 hours later, as long as the Id Core still exists.

—Dependent on the Id Core for life. If the Id Core is destroyed, all maurids immediately take 1d6 points of Constitution drain and continue to suffer 1d6 points of Constitution drain each day until they reach 0, at which point they vanish forever in a flash of white energy. If the maurid does not have a Constitution score, it is destroyed the instant the Id Core is destroyed.

—Maurids do not breathe, eat, or sleep.

Environment: Maure Castle dungeons and environs

Challenge Rating: Same as base creature +1.

Treasure: As base creature. If a maurid creature has class levels, it also gains gear appropriate for its class level. These objects are no more real than the maurid, and if stolen or taken from the maurid fade away in one round. This gear also vanishes if the maurid is destroyed, but reforms with the maurid 24 hours later. Unless otherwise noted, all gear carried by maurids in this adventure vanishes in this manner. When using maurid creatures in your campaign, you should remember to increase the treasure gained from other sources to accommodate this factor.

Alignment: Always chaotic evil.

Advancement: None.

shoosuva

Large Undead (Extraplanar)
Hit Dice: 18d12 (117 hp)
Initiative: +7
Speed: 40 ft. (8 squares)
AC: 26 (–1 size, +7 Dex, +10 natural), touch 16, flat-footed 19
Base Attack/Grapple: +9/+20
Attack: Bite +15 melee (1d8+10/15–20/×3 plus creeping paralysis)
Full Attack: Bite +15 melee (1d8+10/15–20/×3 plus creeping paralysis)
Space/Reach: 10 ft./5 ft.
Special Attacks: Augmented criticals, creeping paralysis
Special Qualities: Damage reduction 10/cold iron and good, improved evasion, spell resistance 21, turn resistance +4, undead traits
Saves: Fort +6, Ref +13, Will +12
Abilities: Str 25, Dex 24, Con —, Int 14, Wis 12, Cha 18
Skills: Hide +24, Intimidate +25, Knowledge (religion) +23, Listen +22, Move Silently +28, Spot +22
Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Critical (bite), Mobility, Spring Attack, Whirlwind Attack

Environment: Infinite Layers of the Abyss
Organization: Solitary, pack (2–8), or cult (shoosuva plus 2–8 3rd-level gnoll rangers plus 1–4 5th-level gnoll clerics)
Challenge Rating: 8
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 19–30 HD (Large), 31–42 HD (Huge), 43–54 HD (Gargantuan)
Level Adjustment: —

It squats hungrily, an emaciated hyena of incredible size with bony ridges running down its spine, and a slavering jaw filled with ragged teeth. Its patchy fur and mottled skin shine with a nauseating yellow light, as does the depth of its leprous throat and terrible bloated eyes.

Yeenoghu long ago developed the demonic undead known as the shoosuva (translated to "returner" from the gnoll tongue) for use as an intermediary between him and his clerics. He vested in the shoosuva many of the traits of his other form of favored undead—the ghoul. Gnolls speak only rarely of the shoosuvas, and believe that they are the incarnations of the spirits of the greatest of Yeenoghu's shamans.

A shoosuva is usually encountered in one of two ways on the Material Plane. Powerful gnoll spellcasters can conjure them using spells like *greater planar binding* and *greater planar ally* to do their will. And rarely, Yeenoghu sends a shoosuva pack to a particularly favored gnoll cleric to provide support and advice in times of need.

Shoosuvas speak Common, Abyssal, and Gnoll.

Combat

A shoosuva is a savage combatant, and prefers to hurl itself into the midst of melee and lash out with its terrible bite. These undead often deliberately surround themselves; they have no fear of suffering sneak attack damage since they are undead, and can use their Whirlwind Attack feat to great effect in such situations.

Augmented Critical (Ex): The shoosuva's bite attack threatens a critical hit on a result of 18–20 and deals ×3 damage on a successful critical hit. Most shoosuvas further enhance their bite by taking the Improved Critical (bite) feat, which increases their threat range to 15–20.

Creeping Paralysis (Su): A creature bitten by a shoosuva must make a successful Fortitude saving throw (DC 23) or become afflicted with the creeping paralysis of the shoosuva. Upon becoming afflicted, the victim immediately takes 2 points of Strength drain and 2 points of Dexterity drain. On each round that follows, the victim takes an additional 2 points of Strength and Dexterity drain. Upon reaching 0 in either score, the victim becomes paralyzed until magic is used to restore any ability scores at 0 to at least 1. However, the power of the creeping paralysis is such that it persists even then, and on the round after being *restored* the victim starts taking Strength and Dexterity drain again. A *remove paralysis* spell can remove the creeping paralysis effect, but only if the caster makes a successful level check (DC 23), but this does not restore any drained ability scores. *Heal* automatically removes the creeping paralysis. The save DC is Charisma-based.

Improved Evasion (Ex): If a shoosuva makes a successful Reflex save against an attack that normally deals damage on a successful saving throw, it instead takes no damage. Even if it fails the saving throw, it takes only half damage from the attack.

slow shadow

Medium Outsider (Chaotic, Cold, Evil, Incorporeal)
Hit Dice: 14d8+28 (91 hp)
Initiative: +10
Speed: Fly 30 ft. (perfect) (6 squares)
AC: 18 (+6 Dex, +2 deflection), touch 18, flat-footed 12
Base Attack/Grapple: +14/+14
Attack: Incorporeal touch +20 melee (1d8 negative energy plus 1d6 cold)
Full Attack: Incorporeal touch +20 melee (1d8 negative energy plus 1d6 cold)
Space/Reach: 5 ft./5 ft.
Special Attacks: Attach, create spawn, slow
Special Qualities: Amorphous, blindsight 120 ft., immune to cold, immune to electricity, immune to mind-affecting

attacks, Incorporeal traits, negative energy affinity, vulnerable to fire, vulnerable to *haste*
Saves: Fort +11, Ref +15, Will +11
Abilities: Str —, Dex 22, Con 14, Int 5, Wis 15, Cha 15
Skills: Hide +25, Listen +21, Search +14, Spot +21, Tumble +25
Feats: Ability Focus (slow), Alertness, Combat Reflexes, Improved Initiative, Stealthy
Environment: Negative Energy Plane
Organization: Solitary, pair, or pack (3–8)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 15–18 HD (Medium), 19–30 HD (Large), 31–42 HD (Huge)
Level Adjustment: —

What at first seemed to be nothing more than shadows pooled in the crevices of the floor suddenly rears up, a seething wave of liquescent blackness, undulant with a forest of writhing tendrils.

Slow shadows are living incarnations of the interaction between darkness and light. Although native to the Negative Energy Plane and infused with negative energy, they are often found on the Plane of Shadow. They are found on the Material Plane most often as guardians called by powerful spellcasters.

Combat

A slow shadow is an ambush hunter, preferring to lurk in the natural shadows of a poorly-lit environment until prey wanders too closely, at which point it attacks. The Incorporeal touch of a slow shadow channels a tiny burst of negative energy and absolute cold; it deals no actual physical damage, and as a result slow shadows cannot harm creatures that are immune to negative energy and cold. Since slow shadows "feed" by inflicting negative energy on living creatures, they avoid persistently attacking creatures that seem to be immune to their attacks.

The slow shadow applies its Charisma bonus to its Armor Class as a deflection bonus.

Attach (Ex): If a slow shadow successfully damages a target with its Incorporeal touch, it automatically attaches to the creature. An attached slow shadow automatically hits the creature with its Incorporeal touch once each round if it takes a full-round action to remain attached, but cannot attack other creatures and is considered flat-footed. The slow shadow remains attached until slain, or until the creature to which it is attached is subjected to magical healing or *haste* effects, at which point it immediately detaches.

Attacks made against an attached slow shadow suffer the standard 50% miss chance for attacking an Incorporeal creature. If any attack fails to hit the slow shadow due to its Incorporeal nature, the attack instead strikes and damages the creature to which the slow shadow is attached (as long as the attack roll is high enough to hit that creature's Armor Class).

Only one slow shadow may be attached to a single creature at any one time, despite the size of the creature.

Create Spawn (Su): Any living creature slain by a slow shadow dissolves into shadow itself over the course of one round. Only 1d4 rounds later, the dissolved body transforms into a slow shadow. This new slow shadow is not under the control of the slow shadow that created it, but neither does it bear the spawning slow shadow any ill will; especially since slow shadows are incapable of harming other slow shadows.

Slow (Su): Any creature that takes negative energy damage from a slow shadow must make a successful Fortitude save (DC 19) or become *slowed*, as the spell, for one round. The saving throw DC is Constitution-based.

Amorphous (Ex): The slow shadow has no set physical shape. It can pass through openings of any size without penalty, and is completely immune to additional damage from sneak attacks or critical hits.

Negative Energy Affinity (Ex): The slow shadow is affected by *cure* spells and *inflict* spells as if it were an undead creature. A slow shadow can take an attack action to damage itself with its Incorporeal touch, healing 1d8 points of damage per attack.

Vulnerable to *Haste* (Ex): A slow shadow affected by a *haste* effect is stunned and can take no actions for the duration of the effect.

advanced slow shadows

If you advance a slow shadow's Hit Dice, the bonus it would normally get to its Strength score is instead applied to its Charisma score, and it never suffers a penalty to its Dexterity score. It never gains a bonus to its natural armor, and both the negative energy and cold damage inflicted by its Incorporeal touch attack increases as appropriate for its size change.

tyrg

Large Magical Beast
Hit Dice: 8d10+32 (76 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
AC: 21 (–1 size, +3 Dex, +9 natural), touch 12, flat-footed 18
Base Attack/Grapple: +8/+19
Attack: Bite +14 melee (2d6+10)
Full Attack: Bite +14 melee (2d6+10)
Space/Reach: 10 ft./5 ft.
Special Attacks: Stunning howl
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +10, Ref +9, Will +3
Abilities: Str 25, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills: Hide +20, Jump +15, Listen +7, Move Silently +5, Spot +7
Feats: Alertness, Stealthy, Run
Environment: Temperate mountains
Organization: Solitary, pair, or pack (3–10)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 9–12 HD (Medium), 13–24 HD (Huge)
Level Adjustment: —

The creature, not wholly tiger and not wholly wolf, has a white fur coat with grey, black, and tan spots. Its sleek stance is reminiscent of a great hunting cat's, but its powerful, many-fanged jaws are definitely canine in nature.

A supernatural cross between a wolf and a tiger, the tyrg is found most often on lower forested mountains. They are social creatures, like wolves, but unlike wolves they prefer to hunt alone, stalking their prey like a tiger and hauling the carcass back to the pack to share.

A tyrg is 3 feet tall at the shoulder and anywhere between 6 to 9 feet long. It weighs 700 pounds.

combat

A tyrg begins combat by unleashing its stunning howl before rushing in to savage the stunned prey with its jaws.

Stunning Howl (Su): Once per minute, a tyrg can emit a supernaturally loud howl. This mournful howl can be heard for miles, and any creature within 30 feet of the tyrg when it howls must make a Fortitude save (DC 18) or be stunned for 1d4 rounds. The tyrg itself is immune to the effects of its own howl, but other tyrgs are not. This is the primary reason the creatures are not pack hunters.

Skills: The tyrg gains a +4 racial bonus on Listen and Spot checks, and a +8 racial bonus on Hide checks.

training a tyrg

A tyrg requires training before it can serve as a guardian or mount. Training a tyrg for combat riding requires six weeks and a successful Handle Animal check (DC 25); training one for guarding takes only four weeks and a successful Handle Animal check (DC 25). Riding a tyrg requires an exotic saddle. A tyrg can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. A tyrg trained for combat riding only uses its stunning howl if commanded by its rider (which requires a DC 15 Handle Animal check made as a move action).

Tyrg kittens are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a tyrg.

Carrying Capacity: A light load for a tyrg is up to 798 pounds; a medium load, 799–1,599 pounds, and a heavy load, 1,600–2,400 pounds.